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SELECT

FORMAT FACTS

There is more than one type of Nintendo system — and they aren't all compatible — so pay attention!

GB

Game boy

NES

8-bit Nintendo Entertainment System (UK & USA)

Famicom

8-bit Famicom System (Japan)

SNES

16-bit Super Nintendo Entertainment System (UK & USA)

SFC

16-bit Super Famicom System (Japan)

FORCE FINDER

Every editorial page in N-FORCE is colour coded to help you find what you want — fast!

▼ **SNES**

Reviewed!

▼ **NES**

Reviewed!

▼ **GB**

Reviewed!

▼ **SPECIALS**

Featured!

▼ **FULL FORCE**

Directory!

▼ **REGULARS**

Contents!

May '93

PREPARE TO MEET THE TERMINATOR

28 Seek... locate... terminate! Arnie is out to get Sarah Connor on the **SNES**. Yet another N-FORCE exclusive so hot you could fry an egg on it!

BEHIND BARS!

24 What have a tin of beans and N-FORCE got in common? Easy! They both have barcodes. The seductive stripes are big news if you're a Japanese game fiend — but why?!

MEET YOUR MAKER

31 Enter our amazing Mindscape competition! Be quick and you could win Terminator and Mad Max videos, T-shirts, badges and keyrings!

T2 POSTER

42 How many times do we have to tell you? Noddy wallpaper doesn't suit you! Flip to the poster, rip it out and stick it up — right now!

SCRUMMY!

50 Well, let's see... we've got mountains of cool rugby shirts, World Class Rugby games and even a rugby ball up for grabs. There's a sporting chance it's a compo!

SUBSCRIBE TO N-FORCE*

68 It really is no good you know! That woman at the newsagents is convinced you only go in there to read the girls' comics! Why not avoid the amazing embarrassment and subscribe?



IMPORTANT!

81 Something big is happening to N-FORCE really soon. We would say "your guess is as good as ours" but it would be untrue — because we know!

F
OR
CE
S

FORCE FEATURES

FORCE RATED

26 More in-depth reviews of the latest **SNES**, **NES** and **GB** releases. Our comprehensive reviewing technique delivers all the information you'll ever need. If you can find any magazine with a more detailed ratings system — buy it!

MAIL FORCE

70 Got a problem with your Nintendo? Want to ask for help or share a view with other N-FORCE readers? **MAIL FORCE** is the place to be! You can even win some prizes, draw us a picture, sell your little brother or view the ugly mugs of other N-FORCE readers!

TIPS FORCE

60 More games busted this issue with part one of our guide to *Chuck Rock* on the **SNES**, tips for the brilliant *McDonaldland* on the **NES** — plus the best collection of Action Replay and Game Genie codes you'll find anywhere (including the Moon!)

FULL FORCE

76 If it's on **SNES**, **NES** or **GB** and we've reviewed it — it's here! Months of hard work from countless game fiends has resulted in the ultimate game directory. If you put your nose close to the pages you can probably smell the blood, sweat and Caramac.

NEWS

6 If you're after the fastest breaking news on what's happening in the big wide world of Nintnedo gaming, there's no better place to **START!** This month a new widget that lets you and four mates share a **SNES**

PREVIEWS

7 More previews than you can count — even with your shoes off. *Exhaust Heat 2*, *Alien 3*, *Bartman* meets *Radioactive Man* and Europe's first ever sneaky peek at *Terminator 2* on the **SNES** — it's all here friends!

UP FRONT

8 Some releases so far away you'll need a telescope.

LIVE!

10 Channel hopping is a waste of valuable gaming time. Check out our regular guide to what's on where.

WIRED!

12 Should the **SNES** be cheaper than a **Mega Drive**?

20/20

14 There must be something fishy going down...

BUZZ!

16 That really takes the biscuit...

CHARTS!

19 The dynamic digits on three continents.



N-FORCE
100% FOR NINTENDO!

Issue 11

May 1993

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T2 Image kindly supplied by Acclaim Entertainment. (Thanks Larry!) Design by Charlie Chubb.

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START!

THIS IS N-FORCE

Small world — wouldn't like to paint it — or so the saying goes down our house (in the middle of our street)

But it's true you know, the global village is getting that teeny bit smaller every month. Take the recent release of *StarWing* for instance — it can be yours for the altogether reasonable (Nintendo would probably claim giveaway) price of "just" £39.99.

Compare and contrast this with the £110.00 some importers would have you pay for a Japanese copy of *StarFox*. Global releasing clearly isn't good news for everyone! But there you have it — It's a funny old world!

MAZINE FOR NES, SNES & GB

N-FORCE

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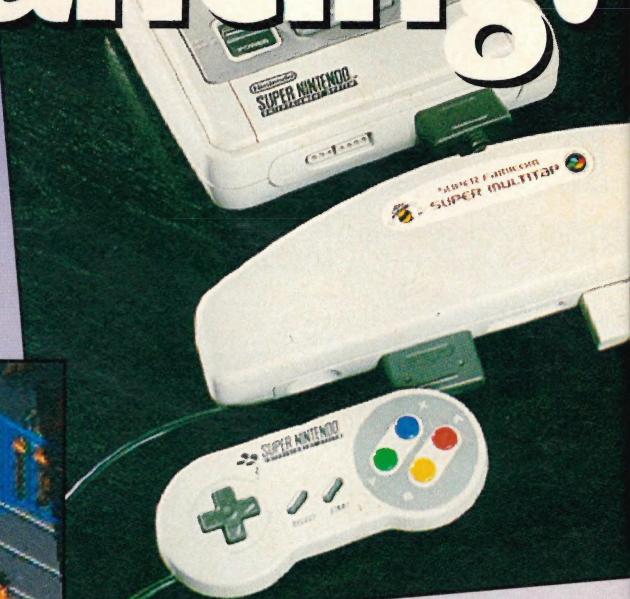
What a wind up! You can win your own... **WIN! WIN! WIN! WIN!**

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**SNES...
ATOR
2 UPDATE!**

ALFRED CHICKEN

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CREATING 300 READING



The N-FORCE NEWS NETWORK is buzzin' with pages of the latest news and previews. This month heralds a real breakthrough in multi-player gaming technology for the SNES, meanwhile a quick glance at our previews section confirms that it's a mad May even for normal games! Come in New York and Tokyo — this is... err... Ludlow calling...



Tap Dancing!



One player games are okay, two player ones are better — but isn't five the nearest you can get to a SNES rave?



Ding ding! In the red corner we have a guy in red trunks and in the blue corner we have some dude in blue. Who's the bald git though?

late last year, Nintendo announced details of a SNES multi-player system allowing up to five controllers for specially designed games. Several companies quickly recognized the potential of this system and introduced various units.

multi-tap with two controllers at the front and room for two others — one at each side. Both adaptors hook up at either controller port, the fifth player plugs into the spare port.

But before you rush off to buy a multi-tap remember you have to have specially

designed games and at the moment there aren't that many — even in Japan. There are two *Monopoly*-type games but they only share the two regular controllers so there's no real need for the tap. There are also a couple of quiz games, but these are written entirely in Japanese so they're no use to UK game fiends. So what's left? Just one right now — *Human's Super Fire Pro-Wrestling 2* (see review next issue) for up to four players.

SFPW2 is extremely popular in Japan — all shops have been sold out since December — and if you're a big pro-wrestling fan the game might be just what you're looking for. There are over 24 wrestlers to choose from with masses of special moves and no real rules — so if you



fight dirty this is right up

your street!

Sounds pretty good, huh? But as you know the SNES can slow down when there's too much action on screen. And when it's calculating data for four separate players, each with their own special moves — even with graphics and sound effects this crude — the slow down is horrible — *Street Fighter II* this isn't!

Don't despair, there are a couple games in the works that could make a multi-tap a worthwhile investment: Hudson is working on *Super Bomberman* — a re-working of the NES classic *Dynablaster* — to make it a five-player blastathon; and Human is tweaking their excellent *Super Formation Soccer* for four-player mode — I can't wait for that one!

Norton Kai

Exhaust Heat 2

SFC

Producer: Seta
Available: Now
Status: Import

MADE IN
JAPAN

The best of last year's F1 racing sims is back sporting Seta's new super custom co-processor chip. If you thought Mode 7 was fast — this will blow you away!



Don't hang around on the starting grid! The rest of the field have tremendous acceleration — unfortunately, your basic car is about as fast as a concrete snail!

There's one big difference between *Exhaust Heat 2* and other racing games — speed! That shouldn't come as a big surprise as the new co-processor chip cranks up the SNES data-

processing speed by up to twenty times.

In this hard-core Grand Prix sim you're up against 25 opponents in every race, each with different cars — for example, some have powerful engines providing excellent acceleration and speed but dreadful handling. As the chip enables the SNES to keep track of all your opponents, you're guaranteed true-to-life strategic race action.

To earn the honour of competing against the elite F1 drivers, you have to work your way through the ranks from Group C and F3000 racing. Finishing sixth or higher earns prize money for upgrading your car with better engines, brakes, aerodynamic parts and suspension.

Qualify on all the courses in a class and you move up to the next category. After clearing F3000, you finally get to do battle with the '92 F1 aces including Mansell,



These cars are from the relatively easy — but still blimmin' fast — Group C class. Master these super-charged sports cars then move onto F3000 and Formula One.

Senna and Alesi.

For your F1 debut, you join either Benetton, Footwork or Venturi. By piling up wins and improving your car, you can progressively move to better teams — it's possible to be teamed with Nigel Mansell at Williams, but only if you've got what it takes!

At the F1 level there are sixteen courses, all replicas of the actual tracks used in the '92 season. There are sixteen other courses, eight each in Group C and F3000. Given the number of tracks and the amount of mechanical improvements you can put your machines through, the road to F1 glory should prove to be a daunting challenge. Are you up to it?

Norton Kai



Put the pedal to the metal and don't stop till you reach the checkered finish line. Use the map of the track on the left to find the fastest route round the circuit.



Take as many practice laps as you need to set the fastest qualifying lap. The faster your time the higher your position on the starting grid.

UP FRONT

There are dozens of games due for release over the next few months.

UP FRONT is a provisional release for most of them. Remember that software houses can be economic with the truth and these dates might not be met. Most titles are also available earlier on import.

SNES

Aguri Suzuki F1	Out now
Aladdin	Autumn
Final Fantasy	Out now
Mystic Quest	Summer
Fire Fight	Summer
Goof Troop	Summer
Human Grand Prix	Spring
Lawn Mower Man II	Winter
Mario Is Missing	Autumn
Mega Man	Autumn
Mr Nuts	Summer
NBA Basketball	Out now
Nosferatu	Out now
Out To Lunch	Autumn
Star Trek	The Next
Generation	Summer
Striker	July
Empire Strikes Back	Summer
Super Strike Eagle	Out now
Super Valis IV	Import only
B.O.B.	Out now
Troddlers	Import only
Wordtris	Out now
Yoshi's Cookies	June

NES

Addams Family 2	Summer
Alfred Chicken	Autumn
Alien 3	Out now
Batman Returns	Import only
Cool World	Spring
Duck Tales 2	Spring
Eliminator Boat Duel	Summer
Fire Hawk	Out now
Kirby's Dreamland	Summer
Mario Is Missing	Out now
Mega Man 5	Autumn
	Out now

GB

Addams Family 2	Summer
Adventure Island 3	Spring
Asterix	Out now
Cool World	Spring
Dr Franken 2	June
Joe & Mac	Spring
Lawn Mower Man II	Winter
Lethal Weapon	Spring
Nemesis II	Out now
Out to Lunch	Autumn
Power Paws	August
Rodlands	June
Track and Field	Out now
Wordtris	Out now

News!

Terminator 2

In *Terminator 2: Judgment Day*, Arnie plays the good guy doing battle against the evil forces of SKYNET who are intent on destroying all human life. The rebels have been fighting for their lives for over three decades, now the resistance is in retreat but still refuse to surrender.

The rebels' bravery is due to their heroic commander John Connor. However, SKYNET have sent a T-1000 Terminator back in time to eliminate John Connor. When the rebels realise the danger, they send an old model T-800 Terminator (Arnie) to protect John and save humanity.

Acclaim are currently working on the SNES version of this block buster and it's packed with awesome 16-bit graphics and a fantastic movie-style sound track. More details on this hot release next month.

SNES

Producer: Acclaim
Available: Summer
Status: Official UK release



EXCLUSIVE SCREEN SHOT!

Tune in for more table-smashing, gun-toting, Harley-driving action next issue!

Wordtris



If you're bored with Tetris your luck's in because coming soon to the SNES and Game Boy is a souped up version of the the Nintendo classic called Wordtris.

In this tricky puzzler each block has a single letter on it. The goal is to match up letters and make as many words as possible. To make things tougher, the letters fall into a well. When each one lands on the letter below, it sinks beneath the surface — so you need lightning reflexes.

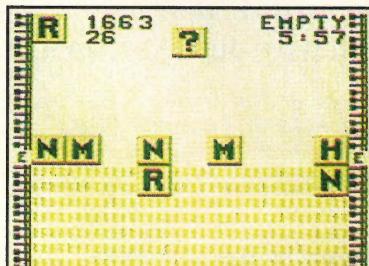
While you're spelling words, the background shows scenes from The

Moscow Circus — weird or what! Look out for a full review of this testing brain teaser in next issue.

SNES/GB

Producer: Spectrum Holobyte
Available: June
Status: Import

Tetris meets Scrabble meets the Paul Daniels' Magic Show — that's Wordtris! I don't know how you can concentrate with that woman in the background!



Star out foxed

Unless you've been living in a cupboard for the last couple of months you'll know that *StarFox* is the hottest title around... but not for long! Soon the game on everyone's lips will be *StarWing*!

N-FORCE can exclusively reveal that for the official UK release the game's name has been changed to *StarWing* — although the incredible space-blasting action hasn't changed. Remember where you read it first!



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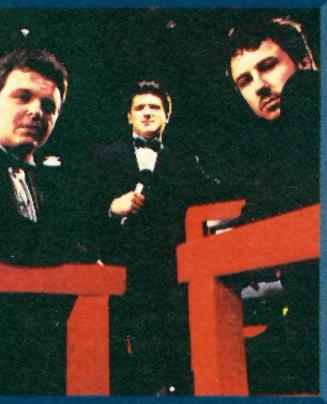
LIVE!

All the regular weekday slots that you dare not miss on TV and satellite.

DAILY DIARY

Monday

07.21 Zig and Zag Master Blaster. The Big Breakfast: Ch 4
18.00 Games World (The Eliminator): Sky One



Tuesday

18.00 Games World: (Review Night): Sky One
18.50 Cyberzone: BBC2

Wednesday

18.00 Games World (Try Your Luck): Sky One
20.30 The Computer Games Show: LW Radio Atlantic 252

Thursday

07.44 Ben the Boffin Master Blaster. The Big Breakfast: Ch 4
18.00 Games World (The Peep Parlour): Sky One
18.30 Games Master: C4

Friday

18.00 Games World (Beat The Elite): Sky One

YEAR PLANNER

These are the dates to put in your diary **NOW** because they are **THE** events to be seen at.

August '93

1ST to 15TH Capital Expo 93: Business Design Centre, London

September '93

16TH to 20TH Live '93: London

Star Trek

The Next Generation

SNES

Producer: Spectrum Holobyte
Available: Summer
Status: Import

Prepare to beam aboard the second generation of *Star Trek* adventures. The crew of the Starship USS Enterprise have a mission to explore the far reaches of the galaxy, visit strange new worlds and meet alien life forms. Any of the team members can be selected for the mission; Picard, Riker, Troi, Data, Worf and Crusher — they're all here and raring to go.

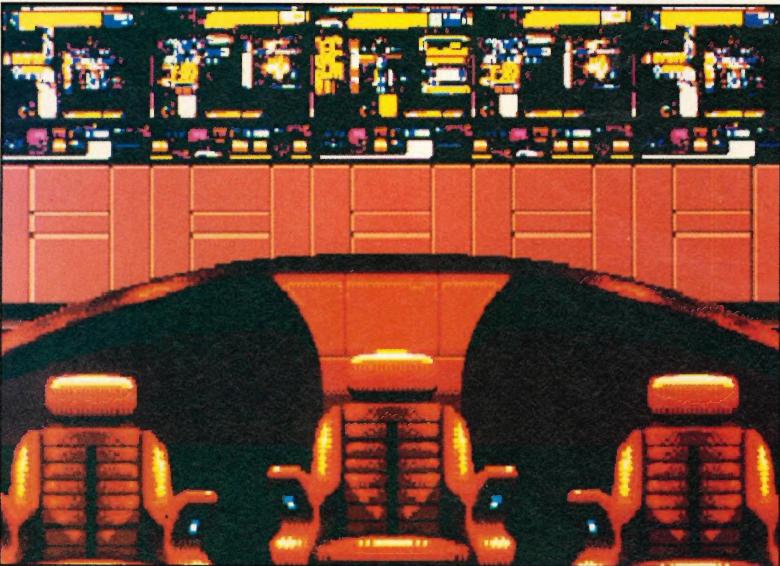
The game is a multi-level graphic adventure linked with space travel sequences. Use the transporter to beam up and down to the surface of passing



As Captain Jean Picard your voyage is to boldly go where no coal miner has gone before!

planets and control the ship's operations using a user interface modelled on the USS Enterprise!

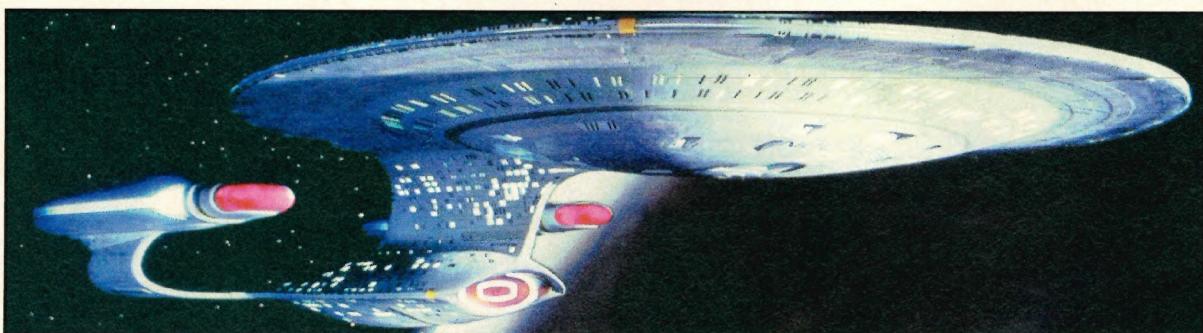
The game's programmers drafted in the original author and set designer of the hit TV series so expect a realistic and atmospheric special-effects extravaganza!



'...I'll tell you what! Ever since they took *Mastermind* off the tele nobody wants to sit on the chairs! I wonder where Picard's gone? He's probably out digging coal somewhere!



Right, that's it. We're on strike! We can't dig coal in conditions like this! Everybody follow me, I'm off to see the Union!



Rockman 5

FAMICOM
Producer: CAPCOM
Available: June
Status: Import



The latest instalment of the popular Rockman series — known as Megaman in the UK — has arrived on the Japanese 8-bit. The series debuted in 1986 as a tantalizingly-tough platform game needing precise timing, and delicate control.



When Megaman's around there's always plenty of fun! In his latest platform adventure he's out to rescue Dr Wright who has been kidnapped by Bruce!

Rockman is a Christmas favourite in Japan, consistently placing high in the year-end charts. Despite its longevity, the series hasn't undergone that many changes. Rockman 3 added sliding to our hero's limited bag of tricks (just jump and shoot), and Rockman 4 enabled him to charge his arm-mounted beam to unleash powerful energy blasts.



Pick a Megaman, any Megaman — eyes down for a full house!

In the latest Rockman adventure the hero fights eight boss robots in eight stages. When defeated, each villain gives up a special weapon vital to Rockman's success. After beating them all, he goes after the ultimate baddy, Bruce, who's kidnapped Rockman's creator Dr Wright.

True to tradition, the gameplay requires plenty of skill but seems a lot easier than the third game. The boss

robots and their stage settings are imaginatively designed which is interesting as they are all based on drawings sent in by Japanese game fiends — over 130,000 designs were sent!

This is a great-looking platform adventure offering plenty of challenge but if you've already played another game in the series, don't expect anything new.

Norton Kai

PLAY TO WIN!

STOP! Don't turn the page! If you can see your name, you've won a prize. Are you sitting comfortably...?

Full force

The ten winners of Issue Nine's **GIMME SOME FORCE** compo were Jim Rigby from Liverpool, Aidan Crowley from Enfield, Dane Blair from Birmingham, Gavin Mowling (again!?) time flies, huh Gav? Robbie Crossland from Sheffield, Matthew Chatterley from Jersey, Bill — sorry I can't pronounce your second name — from Penn, Duncan Marriott from Weston-Super-Mare, Gareth Kevin Eaton from Derby, Mike Moorman from Holland.

Congratulations guys — a bag of **N-FORCE** goodies is now on the winging its way to your home as we speak.

Tickled pink

We were absolutely swamped with entries for Issue Eight's **TICKLE MY IVORIES** competition. The jammy blighters who each get a Miracle piano are: M. Kettlewell from Great Ouseburn and Kevin Wild from Brighton.

Mandscape T-shirt winners are: Paul Heyland from Worcester, Stephen Hare from Mitcham, Nicola Busby from Birmingham, Emma Creasey from Kettering, Matthew Parker from Shetland, David Lambert from Gosport, Jamie Baldaro from Dorking, Drew Wade from Pontyclun, and Michael Walker from Cheshire.



Dizzy heights

Other said 'always go to work on an egg', but for goodness sake ask Dizzy first because here comes his new compo. Thanks to those absolutely fabulous people at Code Masters we've got a cool Dizzy clock, a deluxe bag and a mega hand-crafted mug to give away. All you need do is answer two simple questions.

1. What is Dizzy?

- a. An egg
- b. An orange
- c. A twigg

2. Where do eggs come from?

- a. A bucket
- b. A hen
- c. A Policeman

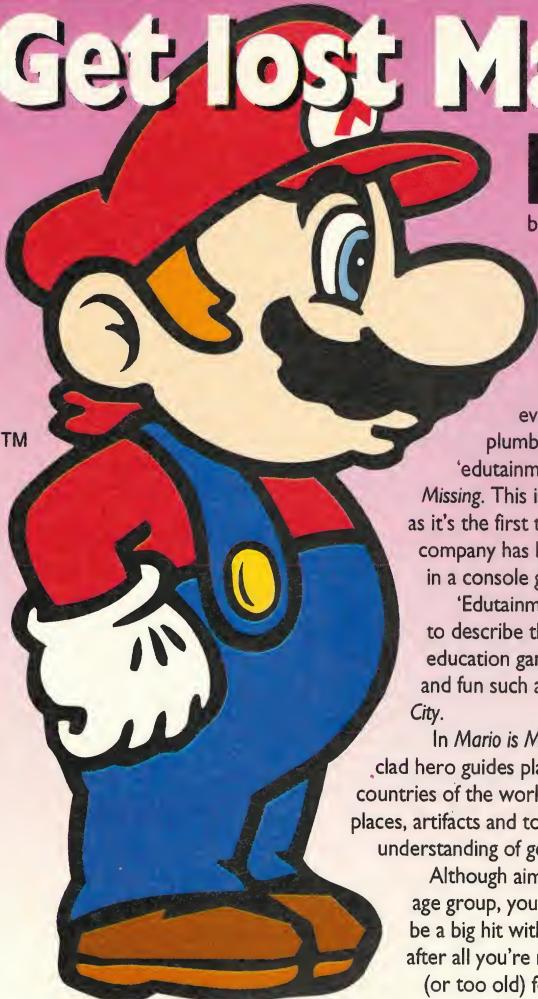
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Get lost Mario



TM

Mega news from Mindscape — the company behind *Wing Commander*, *Gods, Outlander* on the SNES and *Alfred Chicken on the Game Boy* — is that they've secured a licence to use

everyone's favourite plumber as the star of a new 'edutainment' title, *Mario is Missing*.

This is a major achievement as it's the first time a non-Nintendo company has been able to use Mario in a console game.

'Edutainment' is the word used to describe the new breed of education games that mix learning and fun such as *Mario Paint* and *Sim City*.

In *Mario is Missing*, the dungeon-clad hero guides players through the countries of the world searching for missing places, artifacts and to give a basic understanding of geography.

Although aimed at the six-and-over age group, you can bet the game will be a big hit with all games players — after all you're never too young (or too old) for Mario!

Sword Master

nes

Producer: Activision

Available: June

Status: Official UK release



Sword Master is set in days of old, deep in the mists of time, when sorcerers were taken very seriously indeed and brave knights roamed the land looking for maidens to save. It's basically a side ways scrolling beat-'em-up with lots of wizards, wolves etc to beat up.

Don't bat an eyelid! Draw your sword and prepare for battle in this tale of dungeons, dragons and damsels in distress.

Bucky O'Hare

nes

Producer: Konami

Available: June

Status: Official UK release



Based on the popular cartoon series, *Bucky O'Hare* is an action-packed platformer with loads of colour and cool animation. Each level is

Plucky Bucky's here for non-stop hare-raising action! packed with hare-raising antics and explosive fun all set on several different planets.

WIRED!

Nintendo's flagship 16-bit console — the SNES — has now been available in the UK for over a year with sales in excess of 700,000 machines. The games have sold by the bucket load with cartridge prices ranging from £39.99 to £120! The Sega Mega Drive was originally launched at £149.99 but is now available for £119.99 with two joypads and *Sonic the Hedgehog* and its price is rumoured to drop when the Sega Mega-CD is launched.

The prices of the American SNES and Japanese Super Famicom have dropped dramatically — the USA version is now available for only £70! Quite a drop from the £149.99 UK price tag!

If Nintendo dropped the retail price, more game fiends would be able to afford the console and the company would make more money. So should Nintendo drop the price of the SNES?

On the flip side, if the price of the SNES was dropped it would degrade the machine, making it look cheap and therefore no good.

When deciding which console to buy games players often look at price as a sign of quality. If the SNES was cheaper it would be labelled as a Mega Drive-equivalent console when we all know it is a far better machine.

Perhaps consumers don't mind paying that little extra when they know they're getting a far better console for their money?

So make your vote count! Should Nintendo lower the price of the Super Nintendo to come in line with the Mega Drive? Or should they keep the price as it is now, because you have to pay for quality?

Calls cost less than 10p and remember to ask the person who pays the bill before dialling.

You've read both sides of the story, now pick up the phone and make your vote count!



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20/20

IN THIS NEW REGULAR FEATURE WE INTRODUCE YOU TO THE PEOPLE AT THE HEART OF THE VIDEO GAMES INDUSTRY AND FORCE THEM TO REVEAL 20 EMBARRASSING, INTERESTING OR JUST PLAIN DAFT THINGS THEY THINK WE DON'T KNOW ABOUT.

This month we took a punt down the river to the sunny town of Cambridge and grabbed the programmer of Robocod on the SNES, Gary Richards. So just what are programmers like...



Gary is 22 (he reckons he looks about 16!), he learned his programming via a ZX81, Spectrum, Oric, BBC and an Amiga. He now works for Millennium Interactive as a programmer, drives a Metro, would like an Audi Quattro, is into PWEI, Carter USM, NEDS, and Genesis. He lives with his girlfriend and works very hard...

TWENTY THINGS YOU DIDN'T WANT TO KNOW:

1. James Pond's name was dreamed up by the company's Managing Director while waiting for the kettle to boil.
2. Programmers live on McDonalds' and Pop Tarts.
3. Programmers drink huge quantities of coke.
4. He once met Craig Charles in a pizza restaurant.
5. He enjoys running around in the dark shooting his friends.
6. RoboCod has sold over 1.2 million copies over all formats
7. Most programmers are not rich and don't drive fast cars...
8. ...but his boss does!
9. Millennium started in the attic of the MD's house
10. Gary wrote the intro to *Global Effect*, but no one saw it
11. Millennium helped Jim to fix it (on May bank holiday)
12. They have an inflatable mummy in the office
13. To be a programmer you must make paper planes
14. He once ate three cream crackers in a minute without a drink
15. He got a Lego chimney stuck up his nose when he was younger
16. Millennium is actually spelt with two n's
17. He got 6 O levels and 2 A levels despite being dyslexic
18. He used to be able to do a Rubik cube in about 30 seconds
19. He won some trophies for scale model boating.
20. He's in trouble for number 8

Tune in next month for more angry raving in Rant and we'll be back with Twenty Twenty in two months with another sneak peek at the people behind the games!

Taz-ma

SNES

Producer: Sunsoft

Available: June

Status: Import



unsoft's five-year licensing agreement with Warner Bros means they get first crack at the really hot cartoon licences, the latest being *Taz-mania* — an interactive arcade-style cartoon adventure featuring the vicious Tasmanian Devil.

The player is treated to a unique over-the-shoulder 3D view of Taz. The sprite doesn't move from side to side as you'd expect but scrolls into the screen — similar to a racing sim with Taz as the car.

Taz doesn't just run, he spins and turns into a powerful whirlwind. He also scoffs his way through just about anything and everything in his path — well, there are exceptions like trying to swallow a double-decker bus!

His favourite snack is a nice tender kiwi bird but his incredible appetite lands him in heaps of trouble. Most of the hassle comes from the love-struck She-Devil — this amorous female is more

dangerous than a bag of dynamite down the trousers and she just won't stop chasing Taz!

The special effects and scaling give a tremendous impression of speed — the way the road curves and the background moves in first-person perspective is brilliant!

The state-of-the-art animation is combined with digitized sounds and bright cartoon-style colours — there are even mini-movies sequences for you to sit back and enjoy. Add to this stunning sampled speech and sound effects and you've got one cool cart. Make sure you reserve your copy of N-FORCE because we've got an exclusive review in the next issue.

M. Rosenthal



The Green Cross Code, Taz style — look left, look right... and watch out for the enormous pair of inflatable gloves!

F-15 Strike

SNES

Producer: Microprose

Available: June

Status: Official UK release

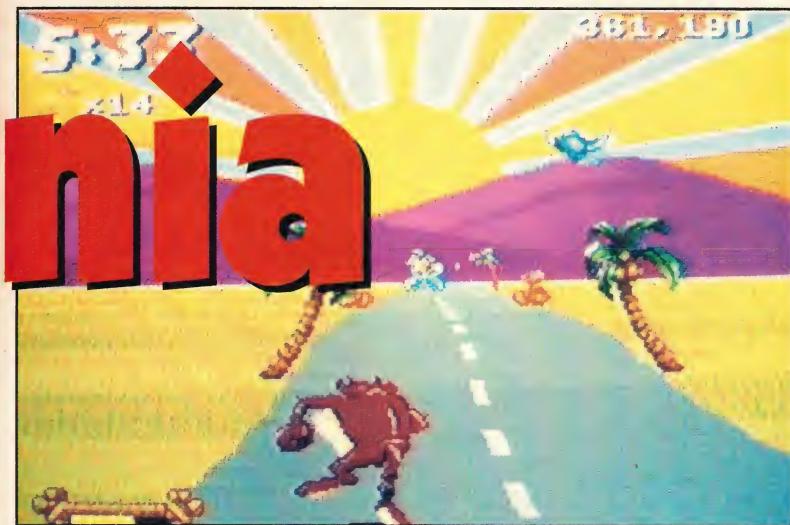


The NES version of *F-15 Strike Eagle* was so popular, that Microprose are releasing the fantastic flight sim on the SNES. Featuring the same great gameplay, improved graphics and super sonic speed it's going to be an absolute stunner!

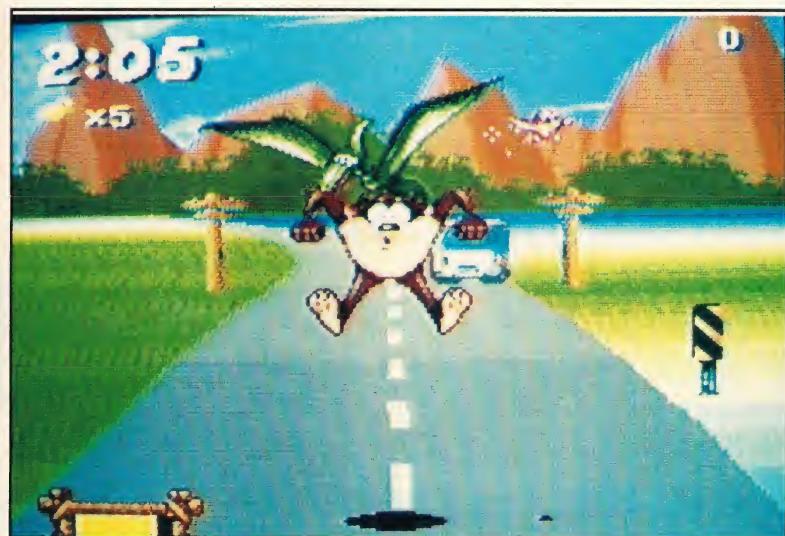
You play a rookie combat pilot working through the ranks in the hope of becoming a crack flying ace. As a fresh-faced youngster you practice taking off, landing and target practice but gain promotion and you're sent on top secret missions to the Middle East. There's also a two-player option adding extra excitement.

The SNES has been missing a good flight sim but now it seems the wait is over. Look out for *F-15 Strike Eagle* in next issue, it's going to be high flying action.

Take to the skies for hazardous missions in the Persian Gulf!



Taz-Mania uses silky smooth scrolling to create the impression of speed. Although Taz stays still, the road zooms towards the screen making it look as if he is running.



Look mum, I can fly! One sight you don't see very often is a giant Tasmanian Devil floating down the middle of the road. I wonder if he's got a driver's license?



The awesome 3D mapped-polygon graphics have to be seen to be believed.

Strap yourself into the hot seat of America's hottest jet, the F-15 Strike Eagle — Tom Cruise eat your heart out!

Alien 3

nes

Producer: Acclaim
Available: June
Status: Official UK release



This game's definitely too hot to handle! Take to the sewers (below) to rescue cocooned prisoners. Use the radar to track the aliens then blast them with machine and flame guns!



Thanks to Acclaim, one of the most gripping movies of all time, Alien 3, slashes its way onto the NES for full no-holds-barred shoot-'em-up action. Ripley — the hero, played in the film by Sigourney Weaver — is back and she's out to destroy The Aliens once and for all. The balding beauty roams seedy landscapes in pursuit of the alien scum — her mission is to rescue the hostages held captive within the dark bowels of the complex. There are a set number of prisoners to rescue on each mission. Once they've been saved, head for the exit or suffer the horrific consequences. At the end of each section there's a mega mother Alien to do battle with — and they're really ugly! There's a full review of this gruesome shoot-'em-up in next issue.

Bartman Meets Radioactive Man

nes

Producer: Acclaim
Available: June
Status: Official UK release

At my shorts! Those immortal words are back in the latest Simpsons platform adventure, Bartman Meets Radioactive Man. The game is full of the usual hilarious action we've come to expect from the crazy cartoon family. Expect laugh-a-minute gameplay, cool graphics and tons of sampled speech!



Aye Caramba! Don a cape and take to the skies as the new 'green' Bartman in this environmentally-sound Simpsons adventure. Make the world a pollution-free zone!

Striker

SNES

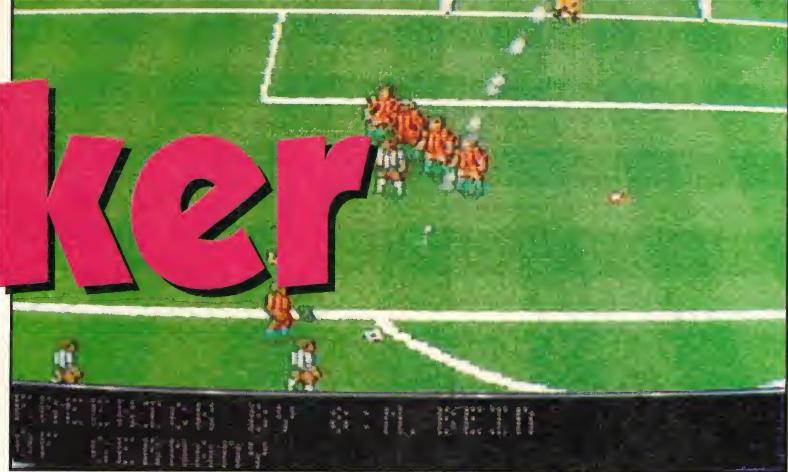
Producer: Elite
Available: July
Status: Official UK release

New from Elite is a conversion of the great soccer sim — *Striker* — and it's predicted to be the biggest football game to hit the SNES and that's a tough challenge to rise to!

The game is viewed from overhead, behind the goal, which sounds a little weird but works very well. There are 64 international sides to choose from, each with their performance based on real teams.

There's a two-player mode for thrilling head-to-head battle or enter the cup competition and play six gruelling games of football before the grand final.

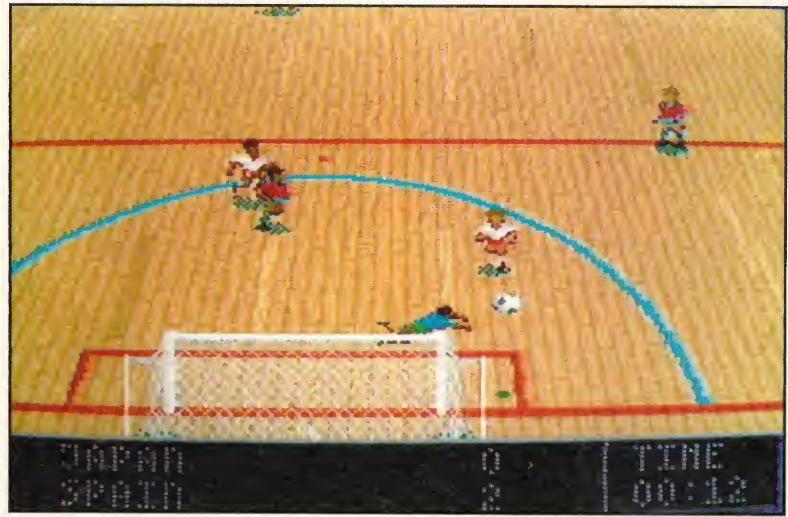
In one-player competition mode the computer sets all the fixtures and calculates the results of other matches. There are a vast array of options allowing you to customise the action — you can even change the weather and pitch conditions!



FREE KICK BY GEL BETH

OF GERMANY

Over here son, on the head! We're just over the moon about getting this great soccer sim on the SNES. There are loads of great options including an outdoor exhibition match or an indoor five-a-side tournament.



0 0 TIME 00:12

R-Type II

GB

Producer: Irem
Available: June
Status: Official UK release

Following hot on the heels of *R-Type*, is a mega-fast space-age shoot-'em-up, *R-Type II*. With improved action sequences and loads more bad guys to destroy, it's going to be the hottest blaster around. There are five bosses to kill — one at the end of each level — so expect a tough test of your game-playing skills.



BUZZ!

**TAKING A SIDEWAYS LOOK
AT '90s NINTENDO CULTURE!**

Game Buddies!

Have you ever fancied being on the telly? I'm not talking about a face in the audience of the Paul Daniels' show but a main item in a top rating breakfast show! Yes, this is your chance of fame — Think how jealous your mates will be!

The Big Breakfast are looking for two people who have become friends through playing computer

or console games for their 'Best Friends' feature. All you've got to do if you and your friend fit into this category is write in to

N-FORCE telling us a bit about how you became friends, the games you play, consoles you own and any funny snippets about your friendship and we'll pass your details onto The Big Breakfast. TV stardom is as easy as that! Send

your details to: **THE BIG BREAKFAST BEST FRIENDS, N-FORCE, Impact Magazines, Temeside, Ludlow, Shropshire, SY8 1JW.**

THE BIG BREAKFAST

Cookie Mania!

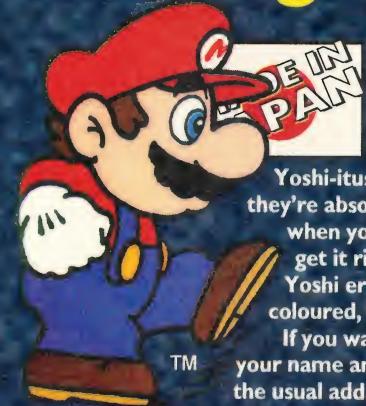


You've played the game, well now you can eat Yoshi's cookies! The latest craze in Japan — where else! — are beautifully-decorated replicas of the scrummy biccies used in the game and they taste great — just ask Nick!

Also available are chocolate mini Yoshi eggs. They come in packets of four with the added bonus of a Mario or Yoshi figure — which is definitely not edible!

And not to be outdone, *Street Fighter II* joins in the sweet wars with its own brand of bubble gum. In each pack there are a variety of delicious flavours plus two great *Street Fighter II* game cards.

Mario goes sguidgy



Has Mario ever got you so wound up that you felt like mangling his moustache and rearranging those cute Italian features? Well now in Japan there's a perfect aid to 'Mario and Yoshi-itus'. There are two cute rubber dolls and they're absolutely perfect for bouncing against walls when you get in a temper. And for those that don't get it right first time there's the handy Mario and Yoshi erasers that are so cool and brightly coloured, it's a pleasure to make a mistake. If you want to win one of these great toys, send in your name and address to Mario and Yoshi compo at the usual address — first two out of the hat win.

Monsters



The last SNES game from LucasArts was *Super Star Wars* — and we all know what a smash that was — so their latest game, *Monsters*, is getting a lot of attention. With an all new theme, digitized speech, sound effects, monster noises (hope they're rude ones!), a unique three-quarter aerial view and gameplay inspired by the zany humour of past triumphs such as *Maniac Mansion* and *Zak McKracken* this action/arcade parody is set to be one of the biggest games of the summer.

The game is about the 'typical' adventures of two kids (or just one player) who have to move around their town, saving folks from hideous and bizarre monsters — vampires, ghosts, dead-type Zombies, that kind of stuff! Of course you ain't defenceless, there are plenty of weapons — including bazookas, water pistols and other hi-tech junk — hiding inside trash cans and other 'obvious' places. Jump on skateboards for faster speed and head out as the screen



It's non-stop wild and wacky action in this weird and wonderful adventure. Each of the 50 levels has its own theme!

scrolls around.

The fun part is that each of the 50 levels comes with its own mini-movie theme like *Dances with Werewolves* and *Zombie House Party*. There are loads of exotic weapons, tons of special animated sequences and hundreds of chirpy cheer-leaders to save from certain doom — the first 25 levels don't repeat a single character or scene!

Every four levels the screen locks solid and you're forced to confront a 'head-honcho' monster — and these guys are big!



Especially the huge forty-foot cry-baby that stomps around and tosses disgusting, dripping bottle nipples!

We can hardly wait and you can be sure we'll be bringing you more news on *Monsters* the second we hear anything!

M. Rosenthal

SNES
Producer: LucasArts
Available: July
Status: US import

Karting around!



Forget your Dinky toys! The smart kids in Japan are racing *Mario Karts*. The build-your-own high speed replica *Mario Karts* feature all eight characters — Mario, Luigi, Princess, Koopa, Toad, Donkey Kong Jr, Bowser and Yoshi — from the brilliant SNES racing game.

There's no messing around with glue, these clever kits simply snap together in handy pieces. They're selling in Japan for about 200 yen (approx £1.20) but you can win one by sending in your name and address to *Mario Kart* compo at the usual address.



Guiles and boys!



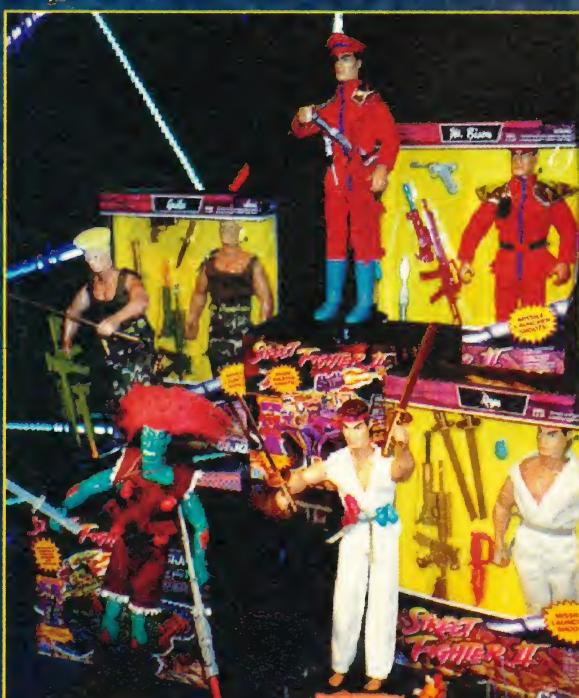
The latest craze in the US is *Street Fighter II*

merchandising. Yep, our buddies from the console game are appearing on everything from watches and key chains to roller skates and pencil sharpeners.

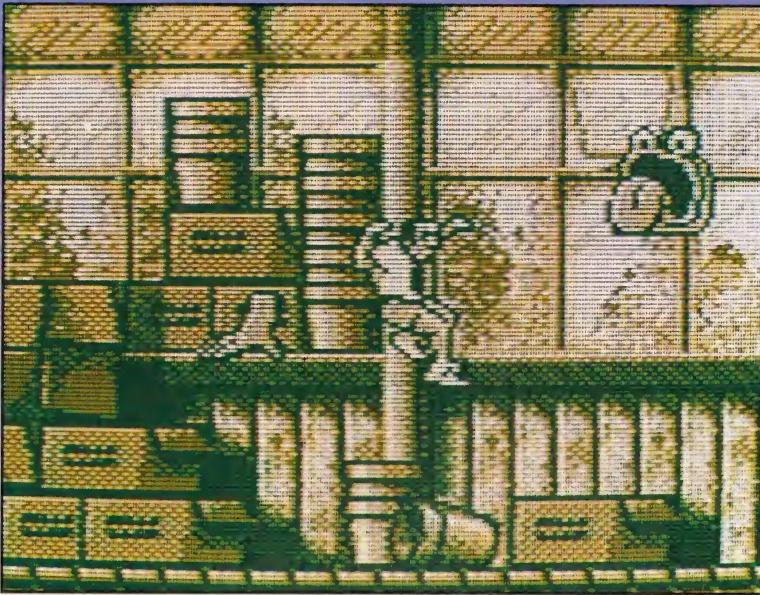
Tops at the minute is the action dolls range — *GI Joe* and the *Street Fighter II Martial Artists*. Hasbro Toys have teamed up the 'All American Hero' — *GI Joe* — with the *Ryu* crew to form a whole new line of action figures and accessories.

All of the *Street Fighter* characters are here and there are masses of extra kit to collect like *Guile's Sonic Boom Tank* and *Blanka's Beast Blaster*.

M. Rosenthal



Dr Franken 2



Poor Franky needs a hand — look there's one behind him! The huge 2-Meg cart means there's plenty of great graphics, fluid animation and hassle-free gameplay.

GB

Producer: Elite

Available: June

Status: Official UK release

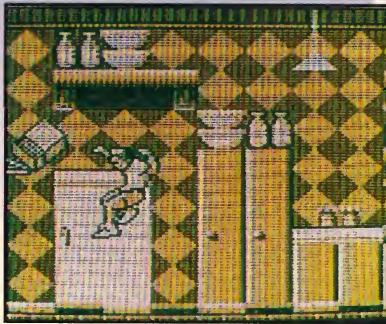
Following hot on the heels of the hugely successful *Dr Franken* is its sequel, imaginatively titled *Dr Franken 2*. This spooky strategy-based collect-'em-up is hitting the headlines as it's a 2-meg cartridge — making it twice as big as most Game Boy carts in the shops!

Dr Von Frankenbone — the wacky scientist that created Franky — can't afford to pay his huge electricity bill so property developers are coming to demolish the house. The doc really needs Franky's help but unfortunately, the macabre monster has been locked in a haunted out house by the local residents

Franky's first task is to find the

backdoor key and escape, then search the house and grounds for his beloved Dr Von Frankenbone. The highly-charged mission takes him through 7 new locations, 140 rooms in 12 different building and 6 large areas of arcade-standard scrolling — phew!

Judging by the popularity of the first game, *Dr Franken 2* is sure to be a hot summer hit. We'll be giving it the N-FORCE treatment next issue so stay tuned for an in-depth review.



In the firing line



There are plenty of gadgets around for the SNES but one of the best is a clever convertor from Ice Distribution. The adaptor is ideal for playing Japanese and American games on your UK PAL SNES, plus it also gives corruption-free viewing of those nasty DSP (Digital Signal Processor) chip games like *Mario Kart* and *Pilot Wings* that other convertors can't handle.

The PAL Booster is a useful gadget if you want to play your American/Japanese SNES on a UK non-SCART TV. Finally, there's a new turbo pad — The Super Famous Card — which is similar in style to the official SNES pad but with four, three-speed turbo buttons and a slow-motion option.

All three are available from Console Plus. The adaptor is priced £12.99, the Pal Booster is £24.99. The Super Famous Card is £14.99.

Nosferatu

SFC

Producer: Seta

Available: June

Status: Import



Here's a quick peek at the 16-megabit horror show slated for July release in Japan. *Nosferatu* from Seta — the brains behind

Exhaust Heat II (check out the preview on page 6) — looks to be a real nightmare. It's gameplay fuses the smooth dynamics of *Prince of Persia* with the terrifying settings *Castlevania IV*.

As in *Prince of Persia*, the main character is extremely smoothly animated — there over 350 movement patterns in all! Your job is to guide the hero through six stages of gloom and doom in search of a horrifying collection of supernatural beings and beasts who have kidnapped his girl friend and are keeping her as a tasty midnight snack for Nosferatu, the vampire.

As this looks to be a real winner with plenty of fantastically-detailed spooky graphics, we'll keep you posted on any further developments.

Norton Kai



This fire-breathing beast is just one of many evil enemies you meet in this thrilling adventure into the world of the undead!

Handy hardware

Two bits of kit are about to hit the shops from Spectra Video. The Megastar is a new joystick for the NES featuring industrial strength micro switches, autofire, slow motion and a sturdy steel shaft it's available now priced £29.99.

Also arriving on the shelves about now is the Spectra Video Multi-Case this neat little holdall does just that and is styled in black, cushioned nylon. The manufacturers reckon that some of the things you can store in it include — dead cats, mouse mats, kipper ties, pork pies, favourite mags, 500 fags, socket sets, more dead pets and of course just about anything for your Nintendo including the deck itself. Pick up and pack your Multi-Case for £16.99.

and FINALLY...

Codies confusion!

Apologies are in order to Code Masters for the review of *Code Quattro Sports* on page 85 Issue Nine of N-FORCE. We forgot to mention that it was an American version of the game we looked at. The official UK release uses the unique Code Masters Plug Thru system and it therefore retails at a very appealing £29.99 — not the import price of £44.99. This of course means it's even better value for money than an off-season weekend at Butlins.

Popeye 2

GB

Producer: Activision

Available: June

Status: Official UK release

Your favourite cartoon sailor is back in another wacky adventure full of spinach, mirth and mayhem. In this portable platformer you have to save poor Olive Oil from a terrible fate, beat up Pluto and eat lots of spinach. Oh it's a life on the ocean waves.

Galaxy 5000

NES

Producer: Activision

Available: June

Status: Official UK release

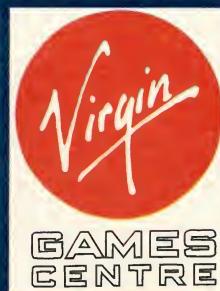
Galaxy 5000 is a madcap sci-fi racing game with plenty of high-speed action to keep you hanging onto the edge of your seat. The space age crusade begins when you start zooming round different planets — doing battle with other racers around a *Star Wars*-style desert terrain. *Galaxy 5000* is in the shops soon — so look out for it!



Watch out for a new 100% official collection of Nintendo cards with hints and tips for a wide range of Nintendo games — from Mario classics to StarWing. Our friends at Merlin Publishing are behind the collection and we know they're worth looking out for because Merlin got the N-FORCE team to write and design them. Enjoy!



CHART ATTACK!



Here they are — the hits on three continents live and direct from the people who really count. *Super Mario Kart* is still leading the field in the UK SNES charts but the rest are gaining fast!

UK CHART

1. NE Super Mario Kart	1. NE Dizzy	1. — Super Mario Land 2
2. NE Prince of Persia	2. NE Micro Machines	2. NE Crash Dummies
3. RE Pilotwings	3. — Lemmings	3. — Star Wars
4. NE Super Mario Paint	4. ▲ Super Mario Bros 3	4. NE Looney Tunes
5. NE Road Runner	5. ▽ Hyper Soccer	5. NE Tiny Toons
6. ▽ Super Mario World	6. NE Tom and Jerry	6. NE Golf
7. ▽ Bart's Nightmare	7. ▽ Home Alone 2	7. NE Aliens 3
8. RE Super Tennis	8. ▽ Kung Fu	8. NE Speedball 2
9. ▽ Street Fighter II	9. NE Battle of Olympus	9. NE Terminator 2
10. RE Super Soccer	10. NE Mega Man 3	10. NE Home Alone 2



JAPANESE CHART

1. — Final Fantasy V	1. — Rockman 5	1. — Super Mario Land 2
2. — Super Mario Kart	2. NE Family Stadium '93	2. — Yoshi's Cookies
3. ▲ Pro Wrestling 2	3. NE Super Mario USA	3. — Megaman World 3
4. RE Street Fighter II	4. ▽ Yoshi's Cookies	4. — Kirby's Dreamland
5. ▽ Ranma 1/2	5. ▽ Wagyan Land 3	5. — Super Mario Land
6. NE Ushio and Tora	6. NE Kunios Legend	6. ▲ Yoshi
7. ▽ Hanjuku Hero	7. NE Play Pro Baseball	7. NE Castlevania
8. NE Elfaria	8. NE Barcode World	8. — Tetris
9. — Dragon Quest V	9. NE Tiny Toons	9. NE Doraemon's Legend
10. NE Super Sumo	10. NE Just Breed	10. NE Mah Jongg



AMERICAN CHART

1. ▲ Street Fighter II	1. NE NBA Basketball	1. — Super Mario Land 2
2. NE Bull vs Blazers	2. NE Superbowl	2. ▲ Super Mario Land
3. NE John Madden '93	3. — Super Mario Bros 3	3. ▽ Kirby's Dreamland
4. — Super Mario Kart	4. NE Yoshi	4. ▽ Yoshi
5. NE NHLPA Hockey	5. ▽ Tetris	5. NE Ren and Stimpy
6. ▽ Mario Paint	6. NE Mega Man 5	6. — Action Football
7. NE Zelda	7. ▽ Dragon Warrior IV	7. NE Metroid
8. ▽ NCAA Basketball	8. ▽ Super Mario Bros 2	8. ▲ Home Alone 2
9. ▽ Magical Quest	9. ▽ Monopoly	9. NE NBA All Star
10. NE Turtles In Time	10. ▽ Turtles Project	10. NE Golf

New. For your **SUPER NINTENDO**
ENTERTAINMENT SYSTEM

New. For your **SUPER NINTENDO**
ENTERTAINMENT SYSTEM

New. For your **SUPER NINTENDO**
ENTERTAINMENT SYSTEM



Get into your flame proof combat suit, strap into the cockpit of the AXELAY strafighter and stand by to launch into six sanity crushing worlds, all occupied by the Armada of Annihilation. Your mission - to seize the Axelay's secret weapons stolen by the evil enemy - but be warned, they're not going to give up easily and the fight of your life is just about to begin.

3 classic game



The Great Octopus has threatened to destroy Earth. You must help Parodius and his friends in their quest to find and destroy the villainous, scheming squid so that Earth may enjoy life in peace once more.

**SUPER
PARODIUS**



SUPER NINTENDO New. For your **SUPER NINTENDO**. New. For you.

ENTERTAINMENT SYSTEM

Games from Konami



The sands of time are against you as you fight your way through 20 perilous levels in your quest to rescue the Princess from the clutches of the evil Grand Vizier Jaffar. Will you be successful and claim the royal residency before the hourglass is empty?



SUPER NINTENDO
ENTERTAINMENT SYSTEM



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THE END IS HERE!

Rave on game fiends, there's a new sound about to hit the dance floor. Forget *Tetris*, and *Super Mario Land* the king of the airwaves is a new Nintendo single from High Score Warrior and we've got 100 copies to give away... absolutely free!



Name that tune

1. What is the Special effects technique used in the *Evolution Of The Player* ad and *Terminator 2*?

- a. Murphing
- b. Smurfing
- c. Morphing

2. What is the missing word 'Will You Ever Reach The' Is it...

- a. Bend
- b. Lotus Garden Chinese restaurant
- c. End

Name

Address.....

.....

..... Postcode

Remember that the editor's decision is final and no correspondence will be entered into. If you don't want any mail from other companies tick the box.

Hot of the press is a high-energy remix of the soundtrack to the popular Nintendo ad — *The Evolution Of The Player* — which featured *Terminator 2*-style special effects. The single, *Will You Ever Reach The End* has been written and recorded by High Score Warrior — otherwise known as Rod Adams.

Rod taught himself how to play guitar when he was only eleven and within a year he'd joined a band. He left school and took several jobs before deciding to train as an electronics engineer and from there he went on to design test rigs for communication satellites — as you do!

Working warrior

But communication-satellite-test-rig-designer just doesn't have the ring to it as musician — it's got a few more syllables to start with — so he decided to get a job that at least fitted on his business cards!

Yes, Rod had never been able to get rid of that lust for stardom so he made a go of it as a musician and after a short while writing music for documentaries and commercials got the chance to work on the *Evolution Of The Player* Nintendo advert.

To celebrate the release of *Will You Ever Reach The End* N-FORCE has a mass of CD singles to give away. All you have to do to win these cool



FEATURES FOUR MIXES

sounds is fill in the coupon and send it to: HIGH SCORE WARRIOR COMPO, N-FORCE, Impact magazines (UK) Ltd, Ludlow, Shropshire, SY8 1JW.

- The first 100 entries out of the hat will each win a CD — so get scribbling.



Rod Addams alias High Score Warrior. Will he ever reach number one?



THE ACTION ZONE

WIN! WIN!

**SUPER
NINTENDO +
STREET
FIGHTER II**

0839 40 60 41

ALL THE ARCADE ACTION
IN YOUR OWN HOME

**AMIGA
A1200 OR
AMIGA
A600**

0839 40 60 44

CHOOSE BETWEEN THE
NEW 36 Bit A1200 OR
THE TRUSTY A600

**ACTION
REPLAY FOR
YOUR
MACHINE**

0839 40 60 47

INFINITE POWER, INFINITE
LIVES BECOME INVINCIBLE

**MEGA DRIVE
+ MEGA CD +
SONIC 2 +
CD GAMES**

0839 40 60 42

SOUND, GRAPHICS,
GAMES! MORE MEGA

**STREET
FIGHTER
JOYSTICK OR
INFRA RED
JOYSTICK**

0839 40 60 45

YOUR CHOICE! THE CONTROL
OF THE ARCADE MACHINE OR
THE CABLE FREE INFRA RED

**HARLEY
DAVIDSON
GEAR**

0839 40 60 48

OWN A HARLEY DAVIDSON
LEATHER JACKET WORTH £500

**GAME GEAR
+ TV TUNER
+ SONIC 2**

0839 40 60 43

GREAT GAMES AND A
T.V. TUNER

**£250
WORTH OF
GAMES**

0839 40 60 46

RUN RIOT IN A GAME
STORE!

**THUNDER-
BIRDS -
MODELS
PLUS TRACEY
ISLAND**

0839 40 60 49

LIMITED EDITION
REPLICAS CAN BE YOURS

Just what have those wild and wacky Japanese been up to lately? Raiding supermarkets, grabbing boxes of soap power and tins of beans to look at the barcodes?! Norton Kai does his weekly shopping and investigates...

Behind

Barcodes, those black-and-white vertical stripes with numbers underneath that you find on almost everything at the shops, are all the rage with Japanese kids these days. The craze started about a year ago with Epoch's Barcode Battler, a handheld barcode scanner with a small LCD screen.

The Barcode Battler seeks out barcodes with the strongest battle specifications and deduces a barcode's attack points (AP), defense points (DP) and hit points (HP). This data is then used as a 'warrior' against another barcode 'warrior' to determine which is the stronger of the two — a pretty simplistic system, but enough to send thousands of Japanese kids out to the shops in search of the ultimate barcode 'warrior' — one brand of noodle with a particularly strong code sold out for months!

Unfortunately, in their quest for strong warriors, kids began tearing barcodes off products in shops ruining hundreds of pounds worth of stock. As a result, shops began screening kids especially in locations close to schools

and kindergartens. As the children weren't shop-lifting, just taking barcodes, they didn't feel particularly guilty about defacing merchandise — naturally, retailers thought otherwise!

On the band wagon

Japanese toy makers quickly took advantage of the craze. Bandai (Nintendo's ex-distributor in Japan) brought out their own handheld unit — Super Barcode Wars — which features a multi-scanning system that can take data from not only barcodes but also photos, and illustrations. It can store data for up to five characters, who can be entered in a battle royale to see who comes out on top, or in an RPG mode with warriors, wizards and helpful items.

Multiple modes

The success of Super Barcode Wars forced Epoch to update their original unit. The Barcode Battler II has three modes: one in which two barcodes compete against each other; an RPG mode for clearing stages against the computer using supplied character



One of the first handheld barcode game machines to hit the Japanese high street was Sunsoft's Barcode World. It can be linked to the NES to provide a data library.



Here we are at the home base in Barcode World. This is where players get to register and recover from previous battles.

barcodes; and a mode where the supplied character cards are matched head to head.

This battler also converts new barcode data into warriors, wizards and items with specific attack strengths, defensive powers, magic powers, spells and hit points. Several barcodes can be moulded together to make powerful characters. The barcode-generated characters can attack, parry, use spells or items all controlled by the player, adding more depth to the gameplay.

On these handheld units, numerical and text data are shown on their LCD screens. Software makers took quick note and developed interface kits to be used in conjunction. The first title to hit the shelves was Sunsoft's Barcode World for the NES. It comes with an interface and cart that hooks up to Barcode Battler II. The NES cart adds a whole new library of data including 140

types of weapons, armours, shields and items matched to barcodes. In much the same way as the handheld, barcodes can 'fight' other barcodes complete with colour graphics of futuristic robots representing the players. There's also an RPG mode where barcode data represents a party of characters who go out on twenty quests and ultimately save the world.

Super Nintendo coding!

Soon to be released is Epoch's own SNES interface kit for use with the Barcode Battler II. This unit is expected to be designed in much the same way as Sunsoft's NES title. The RPG aspect of the game will be beefed with a war sim-style field map.

Namco have recently brought out their own Barcode Boy system which slots onto a Game Boy and displays barcode 'warriors' together with numerical data representing their



Bars



strengths on the handheld's LCD screen. In all other regards the gameplay is not much different than Epoch's and Bandai's handhelds.

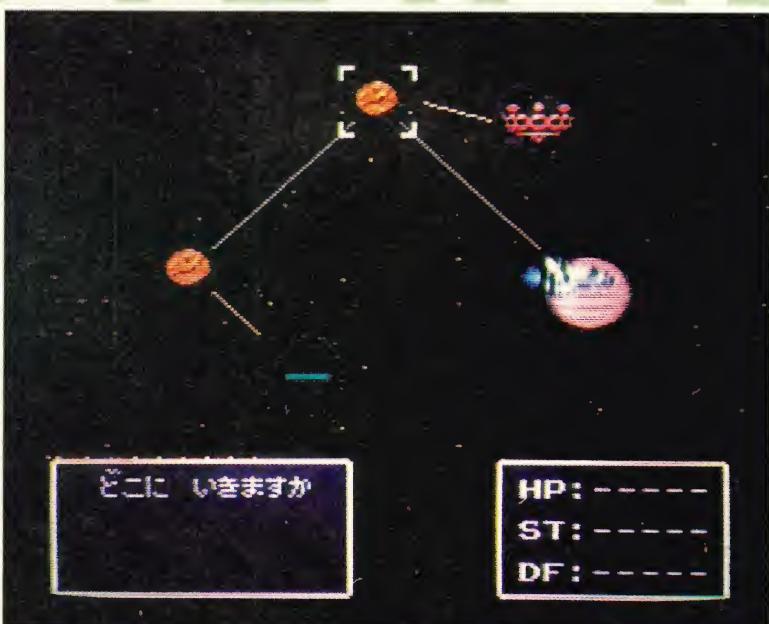
It appears Epoch will soon be introducing the Barcode Battler II in the UK in the hope of repeating the Japanese success. Will your supermarkets be invaded by hoards of kids tearing up packets of noodles in search of the ultimate barcode warrior? Let's hope not.

This special add-on for the Game Boy is from Namcot. The Barcode Boy plugs into the cartridge slot for hours of fun with barcodes from your mum's shopping bag!

One of the battle screens from *Barcode World* with two of the monsters and all their strengths and weaknesses — pity it's all in Japanese!



Barcode monsters look just as vicious on the Game Boy! Here we have one of the screens from Namcot's Barcode Boy.



Those boffins at Sunsoft in Japan came up with a whole world of barcode battling for fans. Here's the world map showing all the planets that can be visited.



The item screen from *Barcode World* is full of useful game information. Each item and monster is illustrated with their own icons.

FORCE

RA

RATINGS WAR

Every N-FORCE review has a jam-packed **FORCE-RATED** panel — delivering more essential info than **ANY** other mag rating system — and that's **GUARANTEED!**

GAME TYPE: What sort of game it is. Typical types include platform, beat-'em-up and puzzle.

SYSTEM: Which Nintendo console the game runs on — either SNES (Super Nintendo) NES or GB (Game Boy)

AVAILABILITY: Where to buy it. How much it costs and what country it originates from (either UK, USA or Japan)

OPTIONS: Important info about the game you need quickly — number of players, continues, skill levels and any extras.

FIRST GLANCE: A brief comment about the game from three N-FORCE reviewers who have spent less than 10 min with it.

GRAPHICS RATING: What the team think of the graphics. This includes sprites, backgrounds and animations.

SOUND RATING: An opinion on the sound quality. Factors taken into account include background music and spot effects.

PLAYABILITY RATING: How the team feel the game plays. Is it too easy? Too hard? Maybe just boring or absolutely brilliant!

LASTABILITY RATING: A guide to how addictive the game is. Our reviewers play it over a number of weeks and decide.

FORCE FACTOR: N-FORCE has six reviewers. This final rating is the result of a full team play-test and discussion.



PLATFORM

SNES

AVAILABILITY

Producer: Kaoeko
Supplier: The Computer Game Shop
Tel: 0743 363300
Price: £45
Status: USA Import

OPTIONS

Players: 1
Continues: 3-5
Skill levels: 1
Extras: None

FIRST GLANCE

CHRIS: Plodding collect-'em-up short on thrills. A few original ideas let down by uninspiring gameplay.

ROB: Probably the weirdest graphics I've seen in a long time, but this is all it's got going for it.

CHRIS: The dodgy graphics and bad gameplay put me off right from the start.

GRAPHICS

68 Wild backdrops and various sprites

SOUND

69 Screeching tunes — weird FX get annoying

PLAYABILITY

60 Slow and unresponsive but worst of all repetitive!

LASTABILITY

62 Plenty of levels but many are boring

FORCE FACTOR

A smooth well-presented game but lacking depth and polish.

65

Fresh from a Chester the king of Ame debut. Arme shades, the preparing fo

or Chester the c behind bars — z He desperately v out of Four Corn Mean Eugene, the zo dismantled the cool kitt motorcycle and hidden t around the zoo's ground underground tunnel netw

His only hope of esca recover the bike fragmen before he can think of fr are five levels of verti horizontally-scrolling p to conquer. Level One the Park, then it's onto Pits, the Gator Alley, a Caves before the final t Houses.

There are various po

TRUE COLOURS

At least four members of the team look at every game that's reviewed in **N-FORCE**. To make things easier to follow each person has their own colour which is used next to comments and at a glance boxes...



NICK ROBERTS
It's been a busy month here at N-FORCE and Nick's got the scars to prove it! Everything went downhill for him after finishing StarFox in 20 minutes.



CHRIS RICE
Things are looking up for Chris at the moment. As we speak a whole load of new sports sims have just come in from Acclaim for review. See if he likes 'em next issue!



CARL ROULERY
Game makers beware! If you don't cough up the games, we'll send Carl round to see you. He can talk the hind-legs of a mule (probably the front ones too come to that...)



ROB MILLINGHAM
It's been an interesting month for Rob. Not only has the price of Prawn Mayonnaise sarnies gone up, but we've only gone and given him more work to do!



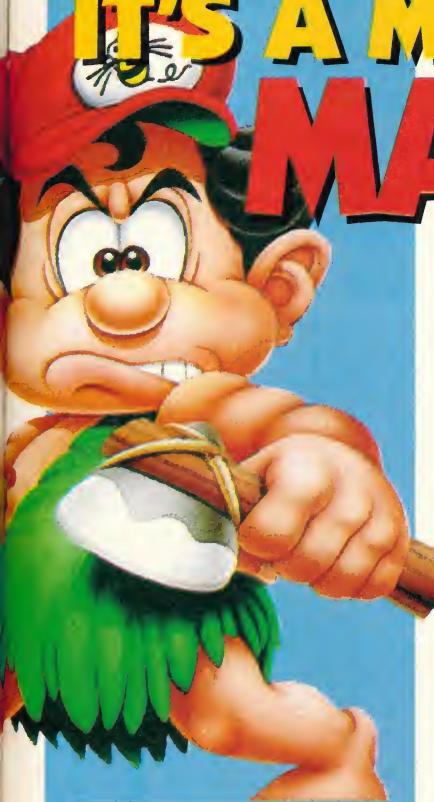
CHARLIE CHUBB
Like the rest of us, Charlie can't wait to get this issue of N-FORCE finished so he can get out on his mountain bike and forget about games (for a while at least)!



MILO JACKSON
What does Milo actually do? Answers on a postcard please to: N-FORCE, Impact Magazines, Ludlow, SY8 1JW. The winner gets to keep him

ITED

IT'S A MAD MAY



N-FORCE KNOCKOUT

SNES

To help you spot the awesome games from the merely brilliant, we've introduced an addition to our ratings system. Any game with a **FORCE RATING** of 90 or above is highlighted in green, instead of the usual red — just check *StarFox* (on page 32) to see what we mean.

Not only that, each game also gets a **N-FORCE KNOCKOUT** gold medal — the ultimate seal of quality! So why hasn't *StarFox* got one? We didn't think Nintendo would want one for their box!

90

THIS MONTH'S GAME AVERAGE

StarFox, *StarWing* — call it what you will — should be in the shops now for less than £40.00. It's the flagship of Nintendo's next generation of custom-chip based games and — as such — most industry pundits were of the opinion that *StarWing* was going to be on-sale at a base level of around £60.00.

It's really great to see that Nintendo are rising to the challenge of advanced game technology and keeping cart prices pegged at an acceptable level.

Some people will find it strange to hear this magazine openly praise Nintendo. Why? — because **N-FORCE** isn't officially licensed or endorsed by them — that means that we don't pay Nintendo a "license" fee for the right to use their name and conversely they don't give us any games to review or provide technical support to our editorial team.

Don't get us wrong — we're not having a moan! — there are loads of magazines around and it would take Nintendo absolutely ages to support them all properly — at the end of the day it all costs money. Nintendo chose one magazine they liked and now it pays for Nintendo's commitment and service. Fine.

N-FORCE is happy to review games without a helping-hand — that's what being at the leading-edge is all about! Be sure to check out next month's mag for some important expansion news!



TERMINATOR

28

Arnie blasts onto the **SNES** for his first encounter with Sarah Connor and her cookin' crew. Franco, our system manager is obsessed with Terminators, will you be?

STARFOX

32

"But he looks like Basil Brush!" cried the Nintendo head honcho — or maybe not! Take to the skies with your **SNES**, a fox, a toad, a hare and a rooster — no, a falcon!

BATMAN

36

Holy 8-meg carts! — the caped crusader casts his menacing (yet strangely reassuring) shadow over the **SNES**. We join him in his first jaunt round Gotham City.

ALFRED CHICKEN

38

Platform action comes home to roost as Alfred Chicken clucks his way onto the **GB** for some finger lickin' good fun. Is it worth a look? — we chick it out! (groan)

TETRIS 2 + BOMBLISS

40

"Ah comrade! I have a good plan yes? We take zee little brick game from zee handheld and put it on the **SNES** for much fun, zee kids to go wild like much funky Beatles music!"

JEOPARDY

41

What would you call a tedious American **SNES** quiz game with no decent graphics, nauseating sound and questions that nobody has a clue about? — "The answer is..."

PIRATES

44

Nobody in the office knows who Gilbert & Sullivan are (apart from Carl) That's probably just as well — because it's got nothing (much) to do with this **NES** game.

ADDAMS FAMILY 2

46

It's time to take another trip to the spookiest mansion of them all as Pugsley scavenges his way around your **SNES** in search of a decent plot (and his packed lunch)

WORLD CLASS RUGBY

48

So, you think American Football is hard do you? — Get out of those silly shoulder pads ya great girl's blouse and get your **SNES** knee-deep in some real man's mud!

JOE & MAC

51

REVIEWER: "Well actually it's only Mac" ELITE: "Have you any idea how much these twee little boxes cost?" — Go caveman clubbing on your **GB** with Big Mac!

NOAHS ARK

52

And low it came to pass that 'It's raining a bit' was recorded as the biggest understatement ever. On the 40th day this **NES** game actually arrived for review.

HOME ALONE 2

54

Kevin McCalister isn't home at all — He's lost in New York. He didn't take his **SNES** with him — so just think — the poor lad has no idea about this game. Spooky huh?

THE EMPIRE STRIKES BACK

56

Just think how many times we could use the word FORCE in this little intro FORCE FORCE FORCE FORCE — there, that's better — oh it's a **GB** game by the way.

ADVENTURE ISLAND

58

It's got more fruit in it than a Harrods yogurt and more skateboards than an early episode of Sesame Street. Get ready for some island-hopping fun on the **NES**



SHOOT-'EM-UP

SNES

AVAILABILITY

Producer: Mindscape
Supplier: Mindscape

Price: £39.99
Status: Official UK release

OPTIONS

Players: 1
Continues: None
Skill levels: None
Save option: No

FIRST GLANCE

NICK
"A complete waste of a film licence. The film is excellent, the game is a complete pile of cack!"

CHIKE
"The gameplay is so tough it's unplayable and the graphics look like a dodgy 8-bit game!"

CARL
"Some great ideas but not playable enough to be a big hit — a real let down!"

GRAPHICS
Badly-drawn sprites but good digitised film stills.

SOUND
Average intro music and effects.

PLAYABILITY
Frustrating and incredibly long levels!

LASTABILITY
Unbelievably tough, even for blasting experts!

FORCE FACTOR
Too boring and frustrating to have long term lastability.

TERMINATOR

Arnie swore he'd be back — and now he is! With Harley roaring and Uzi blazing the ultimate killing machine makes his SNES debut. Here comes trouble...

Kyle Reese is a rebel soldier from a war-torn future, where humans are fighting a losing battle against The Machines. The survivors have spent years battling to free their future and now they have a chance to win.

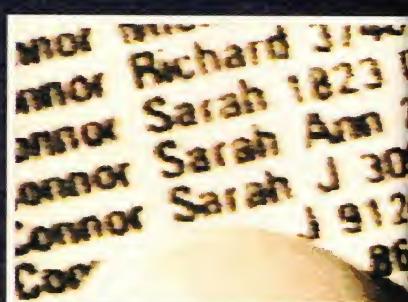
The rebels have discovered a time-travelling device built by the robots. A Terminator has already been sent through it. Its mission is to kill Sarah Connor before she gives birth to her son, John, who becomes a formidable resistance leader in the year 2029.

Kyle's job is to follow the Terminator through time back to 1984 and protect Sarah Connor from its psychotic mechanical clutches.

The Mindscape conversion of this classic sci-fi movie starts with the player taking the role of the Terminator in 2029. Destroy the rebels stronghold and a giant caterpillar-tracked robot jumps into your way — plenty of mega blasting is needed to polish this baby off!

Survive to fight another day and the game swaps characters — you're transformed into Kyle Reese and transported back to 1984. The search

for Sarah Connor takes you through the buildings and streets of Los Angeles. If you manage to blast your way past the multitude of enemies and rescue Sarah, there's a final car-based shoot out waiting.



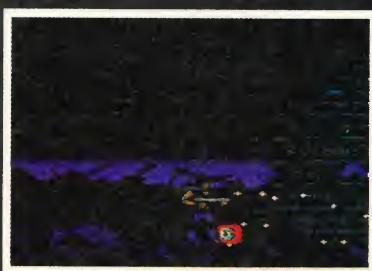
Throughout the game levels are split up by cool digitised film stills.



End of the first section of action and time to deal with the inevitable boss — a huge intelligent tank!



Kyle is transported back in time to 1984 to protect Sarah Connor from The Terminator. Watch out for the guys on the roof-tops — blast them with the shotgun.



Power-ups and bonuses are scattered all over the first level. Memorise their location because they're essential to survival



TERMINATOR

ROB: 'This cart should be terminated!'



Recently film licences — *Alien Vs. Predator* and *Lethal Weapon* for example — have had an unfinished and uninspired feel about them.

Sadly, *Terminator* is another one to add to the list. The gameplay is far too difficult, there are not enough power-ups and too many limitations. The levels don't follow the film closely which is confusing, the sound is monotonous and each stage is extremely long and boring.

The graphics aren't that bad but they don't show off the SNES to its full potential. The backgrounds are dark and dreary, with only the odd explosion brightening things up a bit.

Terminator is a perfect film to transform into a game but this version is very tiresome and incredibly frustrating. Although the graphics and boss sequences are pretty good, the poor gameplay prevents me from recommending this game.

ROB 54%

Apparently, *Terminator* is a critique on man's ability to confront destiny and alter fate... and I always thought it was an excuse for Arnie to show off his biceps, grab a big gun and blast everything in sight — Oh well, *Hasta La Vista, baby!*



Battle through Level One then climb into a beat-up pick-up truck and blast the massive flying enemy droid. If the truck is destroyed the game's over!

ARNIE'S ICONS!

You've been sent back in time by your leader to save his mother so that he gets to be born. It turns out that you are his father too! You need all the help you can get!



Grenade: these are your main weapon and they're essential for clearing your way though mine fields!



First Aid: these handy medical packs boosts health. With all the shells flying about you need it!



Hidden Weapon: basic power-ups look like this — shoot them to reveal the type available.



Nail the Terminators and watch out for the bomber planes and their deadly cargo! The best option is to run through the stage as fast as possible!



Obviously getting into the truck was a big mistake, now the droids are bigger and have more fire power — keep blasting!



Kneel down, take aim and wait until you can see the rivets on his Levis! Shooting someone at this range brings tears to your eyes — not to mention his!



Dodge the enemy fire by jumping onto the raised platforms. Walk underneath the big guy at the top of the screen and blast him with both barrels of your shotgun!

TERMINAL TRIVIA



Unleashed on the public in 1984, James Cameron's *Terminator* was poorly received at the box office. Hardly surprising when you consider that it was up against the likes of *Beverly Hills Cop* and *Indiana Jones and the Temple of Doom*. But as in 1982 with *Blade Runner*, *Terminator* quickly became a cult movie. The film helped establish the acting career of Arnold Schwarzenegger, who was previously only known for his sword-swinging, camel-flattening biceps in the *Conan* movies and as a crummy cowboy alongside Kirk Douglas in *Cactus Jack*. *Terminator* introduced millions of movie goers to the ex-world champion body builder from Austria and ever since he has dominated the film industry — and he's still going strong!



Bang! You're dead! That'll teach him to laugh at the colour of your overcoat!



It's time to go back to 1984 and rescue Sarah and John Connor



As soon as you get off the truck to deal with the enormous attack droids — they disappear! Never mind, save your ammo for the next level!

CHRIS: 'I won't be back!'



I'm a big *Terminator* fan so I couldn't wait to see this game. When I heard the familiar intro music I could hardly contain my excitement — I was running around the office like a man possessed! When I finally looked closely at the screen all my dreams faded. The huge sprites I expected are absolutely tiny and the backgrounds are dull, dreary and very sketchy.

Okay, so it's nothing special to look at but surely the gameplay makes up for it — think again! The levels are huge — I mean massive — which would normally be a good thing but they're lifeless. I spent ages running around blasting everything in sight but never seemed to get anywhere. When I finally reached the end of the first stage, the level boss wiped the floor with me in about two seconds flat! This isn't just sour grapes — the whole team spent hours with the game and we all agree the difficulty setting is ridiculously hard. No matter how big a film licence is if the gameplay is frustrating there's no way a cart is worth splashing out £40 on.

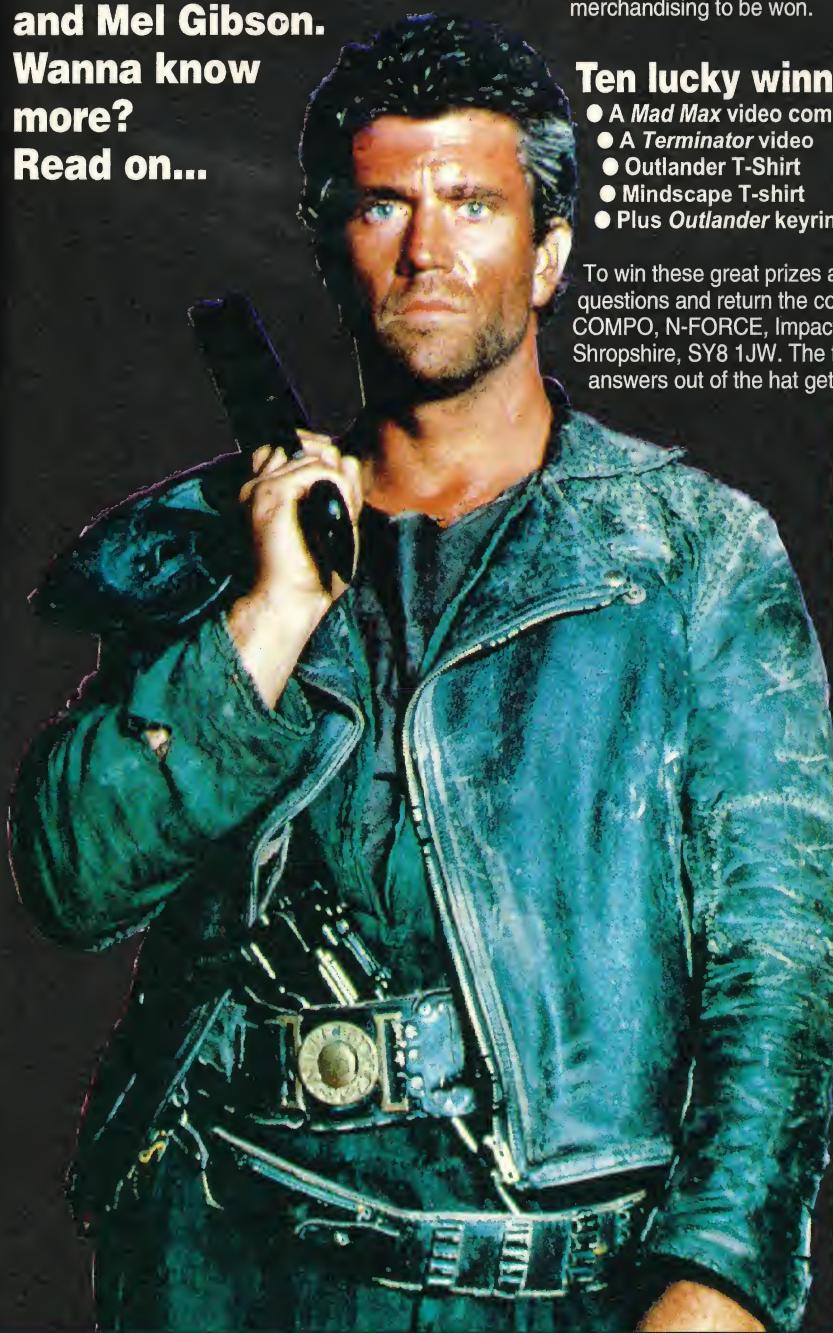
Mindscape have produced some brilliant games in the past — *Alfred Chicken* is a stunner — but *Terminator* definitely isn't one of them. Let's hope T2 is much better!

CHRIS 53%

MEET YOUR MAKERS!

It's competition time again! Here's your chance to win a night in with Arnold Schwarzenegger and Mel Gibson.

**Wanna know more?
Read on...**



Wow! Have we got fantastic news for you! N-FORCE have teamed up with those generous guys at Mindscape to bring you the very best in competitions. To celebrate the release of *Terminator* (check out the exclusive review on page 28) and *Outlander* on the SNES, we've got a mass of merchandising to be won.

Ten lucky winners will get:

- A *Mad Max* video compilation
- A *Terminator* video
- *Outlander* T-Shirt
- Mindscape T-shirt
- Plus *Outlander* keyring and badges

To win these great prizes answer these simple questions and return the coupon to MINDSCAPE COMPO, N-FORCE, Impact Magazines, Ludlow, Shropshire, SY8 1JW. The first ten correct answers out of the hat get the prizes.



Video Nasties.

1. How many <i>Mad Max</i> films have there been?	<input type="checkbox"/>
a. 10	<input type="checkbox"/>
b. 3	<input type="checkbox"/>
c. 1	<input type="checkbox"/>
2. Who plays the Terminator?	<input type="checkbox"/>
a. Arnie	<input type="checkbox"/>
b. Barny	<input type="checkbox"/>
c. Barbie	<input type="checkbox"/>
3. What do you do with a T-Shirt?	<input type="checkbox"/>
a. Train it	<input type="checkbox"/>
b. Fight with it	<input type="checkbox"/>
c. Wear it	<input type="checkbox"/>

Name.....

Address.....

..... Postcode.....

Age (If you're under 15 you will have to get your mum and dad (but not your best mate or big brother) to sign here):

I consent to my son/daughter receiving a copy of *Terminator* (BBFC cert 18) and *Mad Max* (BBFC cert 18) if he/she is a winner

Signed.....

Relationship (eg mother)

Don't forget the editor's decision is final. If you don't want to receive mail from other companies please tick this box



SHOOT-'EM-UP

SNES

AVAILABILITY

Producer: Nintendo
 Supplier: Krazy Konsoles
 0422 342901
 Price: £64.99
 Status: Official UK release

OPTIONS

Players: 1
 Continue: 1 per 10,000
 Skill levels: 3
 Save option: Training mode

FIRST GLANCE

CHIKE *The most addictive shoot-'em-ups I've ever played. I can't get enough!*

CHRIS *Breathtaking 3D shoot-'em-up action — this is definitely the game to beat!*

CARL *One of the best games ever — It has to be seen to be believed! Get a copy now!*

95

GRAPHICS

*Superb 3D shaded polygons!***90**

SOUND

*Impressive soundtrack and digitised alien***92**

PLAYABILITY

*With a little practice flying is a doddle!***94**

LASTABILITY

Plenty to keep shoot-'em-up fans happy

FORCE FACTOR

*An absolutely excellent addition to the SNES's armoury!***92**

Prepare for take off, full throttle on the afterburners and shoot to kill. The first Super FX game blasts onto the SNES leaving the competition light years behind. Is this the best game ever? N-FORCE reveal all...

The once peaceful planet of Corneria is under attack from the evil Emperor Andolph and his ruthless gang of space mercenaries. The planet's only hope of survival is StarFox squadron — an elite group of animal space fighters dedicated

to preserving interstellar peace.

These group of top guns are; Fox McCleod, Falco Lombardi, Peppy Hare and Slippy Toad and they're the toughest bunch in the galaxy.

In this dazzling 3D shoot-'em-up, you play the leader of StarFox

squadron, Fox McCleod, and command the group through a variety of deadly missions.

The number of levels varies depending on which of the three difficulty settings you choose — though the first and last levels are always the same. To give you an idea of how big the levels are, Level One — the battle to reach Venom — is made up of six stages. Playing all three difficulty settings in the game means taking a total of 20 missions — enough to test the mettle of even the toughest hot shots.

Most stages feature a behind-the-spaceship perspective but you can switch to two other views — one inside the cockpit

STAR



Flashy flying is needed to duck and avoid the moving bars inside the space station. One wrong move and the ship ricochets around.



Entering the end of the space station the SNES goes into an automatic sequence of tunnels and multicoloured tubes. Scary stuff eh?



These huge robots are going about their daily business, moving girders from one place to another — but blast them out of the way anyway!

NICK: 'The ultimate blast!'



Being the first Nintendo game to use the new Super FX chip, *StarFox* has certainly had a lot of hype. I'm glad to say all the research and development that's gone into this new Nintendo invention has definitely paid off — this is a new dimension of console shoot-'em-up!

Landscapes, enemies, power-ups and guardians are created from hundreds of 3D shapes then rotated and scaled as you fly by in the *StarFox* fighter. Add to this Mode 7 graphics on asteroids and explosions and you've got one hot piece of kit!

There's plenty of depth in the gameplay and enough options to cater for all skill levels — the training mode for brushing up on ground-skimming skills and target practice is excellent!

The visuals are stunning, the scrolling is silky and with the atmospheric soundtrack playing *StarFox* is an incredible experience.

I've played hot shoot-'em-ups before but nothing has ever come close to this — I just can't tear myself away! One of the best games I've ever played — I can't wait for the next Super FX release. **NICK 94%**



and another for monitoring long-range space activity. There's a huge boss on each stage including; a missile-launching Attack Carrier, a Dancing Insector machine, a shape-changing Phantron robot ship, and a dinosaur-type creature called Monarch Dodra.

To ease you into the action there's a screen displaying joypad and button functions and a gentle training mission allowing you to try out the controls and weapons.

Better make the most of the practice option because once you take to the skies, it's every fox, falcon, rabbit and toad for himself!



FOX



Avoiding these flying steel chunks is easier with a view from inside the ship. Press [SELECT] to change the views while playing.



TECHNICAL TALK

The Super FX chip (incorporated, for the first time in *StarFox*) has been developed by Argonaut — a British company famous for developing 3D games. A cart using the Super FX chip is able to rotate and scale sprites and backgrounds — the well known Mode 7 SNES feature — at a much faster rate than normal. This means game action can be speeded up to arcade standards.

This all sounds great, but how does it work? In simple terms, the SNES processor is speeded up — to 10 MHz (megahertz) compared to the 3.58 MHz the SNES normally runs at — so it can cope with the complex maths needed for 3D filled-polygon animation.

What all this means is Nintendo is one step closer to making arcade-quality games available for the 16-bit console — which can only be good news for game fiends!

STOP PRESS

The latest news from Nintendo is that the UK pal version of *StarFox* will be called *StarWing*. Gameplay will remain identical though.



Slippy: a slimy toad with horrible warts! No matter how desperate a situation seems Slippy always looks on the bright side. He is famous for his fancy flying which usually puts the team in danger.

TOP GUNS

The *StarFox* crew members are all animal hybrids specially selected for compatibility and their individual skills in flying and blasting. Here's a character profile...

Fox: the leader of the gang and the best pilot in the galaxy! This sly geezer makes daring raids on enemy targets while the rest defend his rear.

Peppy: this rabbit is newest member of the group. He is responsible for providing back-up and covering fire for the other crew members.

Falco: the falcon is the maverick of the team. He is famous for his aggressive flying but hates being second in command. His ambition is to overthrow Fox and become top pilot.



Clever flying through the arches is rewarded with loads of bonus points. Of course it can also lose you a wing so it might not be such a good idea!

ROB: 'Sheer masterpiece!'



I'm not one to be taken in by hype but after playing *StarFox* I can see what all the excitement is about. Some of the sections remind me of the flying levels in *Super Star Wars* which is a great achievement, but *StarFox* goes one step further. Gameplay is breathtaking — jetting through asteroid belts and crowded space lanes really gets the adrenalin pumping!

I found the training mode very useful. Mastering the controls is essential, especially when you need to pull 360 degree rolls through tiny gaps at light speed. There's only one word to describe the graphics — awesome! The shading on the polygon-mapped space ships is incredibly realistic, the high-power explosions are phenomenal and the up-beat music sets the perfect atmosphere for alien blasting. If you buy one game this year, make sure it's *StarFox* — your senses will love you forever!

ROB 91%

WHO'S THE BOSS?

No shoot-'em-up is complete without mega-huge guardians to sort out. *StarFox* is no exception and has some of the most impressive enemies ever seen. Take a look at these...



BOSS 1

This mothership sneaks up behind the squadron to give a surprise attack. Blow away the flashing targets on either side then simply blast away at the tank shape that charges at Fox.



BOSS 2

On the either side of this crusher are wings with four pods. When they flash red give them a mega-blast then avoid the masses of flying missiles.



BOSS 3

At the core of the mothership is a rotating drum filled with laser fire. Destroy the power links on the walls while avoiding the operator then blast the core.



BOSS 4

Spiders make most people squeamish but this one is especially ugly. It has razor-sharp legs that need to be blasted. When hit he spins so watch out!



ET AL!

These are the Level One guardians. Levels Two and Three have more terrors in store for unsuspecting players. Get your missiles out and blast away!



Complete a level and the damage of each team mate is assessed. Don't kill off your friends, they are essential for those tough later levels.



Here's Mr Fox at the bar — not the one in the pub but a great big menacing one that is about to go through his windscreen. Help!



The doors inside the space station open automatically. It's a good job really or else Fox would blast through them!



More spinning girders that just always seem to be in the way. It's like driving down the M25!

FISHY CHIPS

You've probably heard the rumours but now it's time to put the record straight. This amazing new Super FX chip game will NOT work with the majority of cartridge adaptors! If you look at the socket on your adaptor you can check whether yours is one of them.

The imported *StarFox* cart uses the side connectors to send information into the SNES. So, if your adaptor only has the middle connector and no small side ones, all you will get is the title music and no graphics!

To solve this problem you need a special adaptor that includes the two side connectors — for example the Games Master convertor. A far better idea is to buy the official UK cartridge scheduled for release this month.

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BEAT-'EM-UP

SNES

AVAILABILITY

Producer: Konami
 Supplier: Krazy Konsoles
 0422 342901
 Price: £57
 Status: Japan Import

OPTIONS

Players: 1
 Continues: 3
 Skill levels: 5
 Extras: None

FIRST GLANCE

MIKE: Looks and sounds great but take away the frills and this is just a basic beat-'em-up!

CHRIS: Amazing soundtrack and brilliant presentation ruined by frustrating gameplay — what a shame!

CARL: Moody and menacing the Dark Knight returns — what a great looker!

80

GRAPHICS

Breathtaking backdrops and sprites

82

SOUND

The movie soundtrack in full stereo — brilliant

68

PLAYABILITY

The usual beat-'em-up moves with nothing new

80

LASTABILITY

Level after level of triple will bore most players

FORCE FACTOR

A visually stunning but bog standard beat-'em-up conversion



Holy moly! It's a giant flying mouse! Will the caped crusader p-p-pick up a penguin? Will Robin ever get a game of his own? Will Batman return? All is revealed...

As the velvet cape of night falls over the snow laden streets, Gotham City prepares for another night of terror at the hands of the clown gangs. It may be Christmas but no one is celebrating.

As the people of Gotham gather to hear the plans for their future from twisted tycoon Max Shreck, a strange shadowy creature creeps from his haven deep in the sewers.

The Penguin is back! Abandoned as a baby, due to his deformed body he is now insane. He has returned to wreak havoc upon his family and the race that spurned him — and he's not alone!

His latest accomplice is the savage and sadistic feline fanatic, Cat Woman. Once meek and mild, she's been hurled into trauma-induced psychosis by the only man she trusted — Max Shreck — and now she's out for revenge.

With the authorities powerless to intervene only one hope, one saviour, one man can come to the city's aid. This dark hour needs a dark hero. Batman — The Dark Knight — returns...

Taking place over seven levels this is a standard beat-'em-up with the attraction of an into-the-screen 3D race-an-blast sequence. As Batman you



The caped crusader has a cool selection of moves to use against his foes. This cape spin knocks over anything or anybody in range, but it uses up loads of energy!



take on killer clowns in the first stages. There are fat ones, thin ones, stilt walkers, clowns with rocket launchers, clowns on bikes — the list is endless. Later in the game you confront Cat Woman and The Penguin supported by his missile-armed minions. Each level is introduced by a short movie-style sequence including excellent digitised stills from the film.

As the winged wonder you are often in need of help so look out for power-ups including energy, lives, bat-o-rangs and a grapnel gun. What do you mean *Batman Returns?* He never went away!



This is what happens when Batman doesn't look where he's going. Somebody call an ambulance quick! He's going to need a few stitches!



If you battle through the first five levels of beat-'em-up action Batman gets to jump into his Batmobile and go for a spin through the streets of Gotham City. The Penguin's henchmen are soon out to stop him though.



NICK: 'A bit disappointing'



I was all excited when I heard *Batman Returns* was coming into the office. The preview screen shots looked brilliant but when I saw the finished game I couldn't believe my eyes!

The game is visually excellent from the atmospheric backdrops to the slick animated sprites and cool bat logo effect when changing levels. The trouble is that it plays like a dog! Walk left, walk right, jump, punch. Haven't we seen this all before?

Just as I was about to give up on the game I came to the Batmobile level where the idea is to blast away anything that moves. This again looks quite impressive but has nothing new or stimulating to offer.

Batman Returns does excel in the sound department though — anyone who has seen the movie will recognise the music straight away. Beautiful synthesized sounds fill the speakers in stereo. If there was a sound test option I would have used this instead of having to play the game!

If you are a fan of beat-'em-ups or Batman you may consider this an essential purchase. Anyone else should save their money for a more original and playable game!

NICK 73%

BATMAN RETURNS



The enemies come in all kinds of weird shapes and sizes! If Batman doesn't get squashed by the giant clown with a huge bum, the stiff walker sets fire to his cape with a fiery torch. Gosh! Life's tough when you're a super hero.



One of the best parts of the game is the show-down between Batman and the stunning Catwoman — nice leather suit!



Although she looks harmless, this sadistic feline takes great pleasure attacking Batman with her leather whip!

ROB: 'Standard beat-'em-up with frills!'



No sooner does Batman kill one enemy than another comes along. This time it's the dreaded and feathery Penguin that hounds the city with his evil hoards of fanatical kamikaze followers. Throughout each level there are a terrific number of thugs to beat up.

The beat-'em-up sequences are very polished but offer nothing spectacularly new. The Batmobile sequence is much more fun — shame it doesn't last longer!

The animation throughout the whole game is superb, each character is well detailed and very colourful. The sound is typical of the movie very fast moving and an ideal accompaniment to the action sequences.

However, despite all this I couldn't help but feel disappointed by the game's lack of originality. Beat-'em-ups get very boring after a while even if the graphics are pretty amazing. So there's the choice — if you crave graphics and sound this will blow your mind but if you're after an original title with great playability, look elsewhere.

ROB 78%





ALFRED CHICKEN™

PLATFORM**GB****AVAILABILITY**Producer: Mindscape
Supplier: MindscapePrice: £24.99
Status: Official UK release**OPTIONS**Players: 1
Continues: None
Skill levels: 1
Extras: 1-7 lives**FIRST GLANCE**NICK
Chick, chick, chick, chicken! I just adore this game. It sends my giblets racing!CARL
I'm going to eat you little chick! Blimin' hell, no foul play this is perfect poultry action!CHIKE
It's got to be one of the top GB games I've played, and only the best will doo-doo!

Move over Colonel Sanders, there's a new chicken in town! Alfred, the Kentucky-fried super hero, struts his stuff in an all-new platform extravaganza and it's finger lickin' great!

Enter the world of Alfred Chicken, a tender young chicken with a mission. In true platform tradition, the aim is to collect all the stars in a level then escape to a bonus stage — sounds like a piece of cake but each level is full of spinning nasties and clockwork mice out to stuff you!

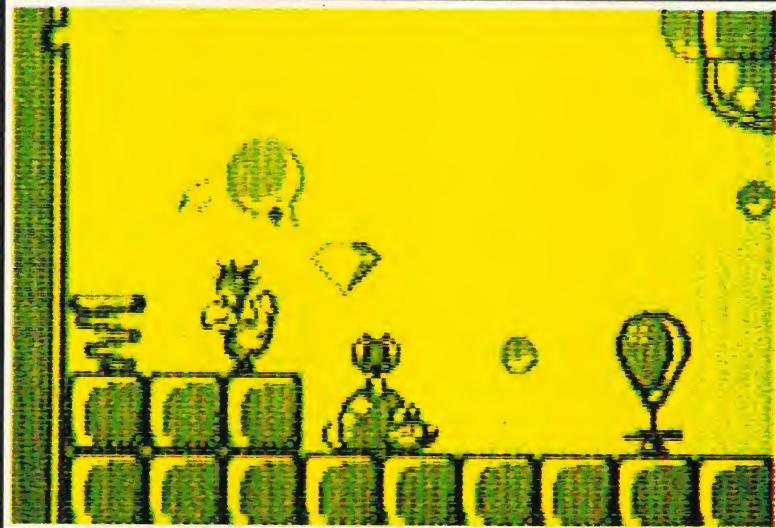
So what can our poor, defenceless feathered friend use against these ferocious foes? A simple peck doesn't have any effect but Alfred's torpedo-style nose-dive attack is ideal for dealing with awkward enemies.

There are balloons hidden around the levels which, when pecked, save Alfred's position. Switches turn blocks on and off, enemies regenerate when Alfred walks off screen and there are lots of hidden extras and bonuses to

find.

It's difficult to come up with original ideas for platform games these days but Mindscape are definitely onto a winner with *Alfred Chicken*.

What out Alfred! One wrong move and it's off to that chicken McNugget box in the sky!



Each level is packed with wild and wacky characters to peck. The springs (bottom left) give Alfred Chicken a lift to high ledges. He can also soar into the air then come shooting down to the ground like a missile. Wow! What a plucky chucky!



Hey you mouse! Get out of my way or I'll peck your eyes out and go cockadoodledoo!

80**GRAPHICS**

Cartoon mayhem with great animation

80**SOUND**

Jolly tunes but blippy sound effects

80**PLAYABILITY**

Simple but responsive controls

80**LASTABILITY**

A joy to play and plenty of levels to conquer

FORCE FACTOR

A great platformer let down by occasional screen flicker.

80**CHRIS: 'Definitely no turkey!'**

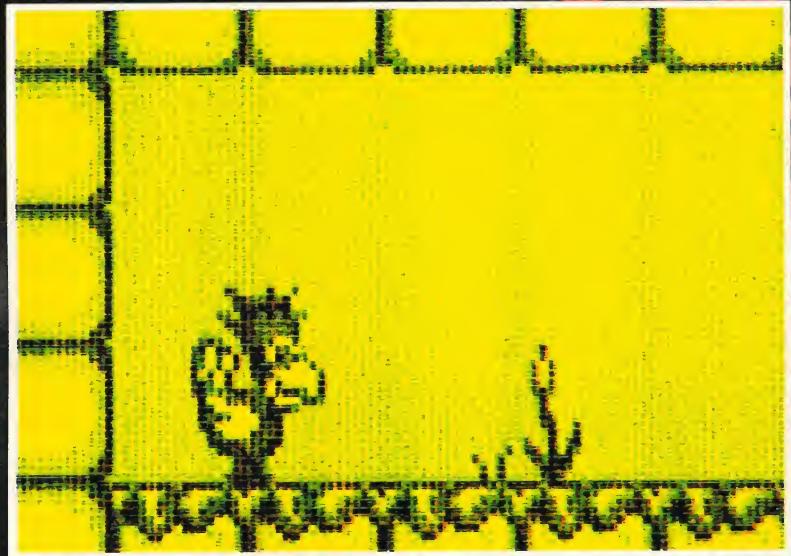
Forget the stuffing because this little chick is most definitely alive and kicking. If it's finger-lickin' portable platform action you crave, this tasty morsel has got it by the bargain bucket load!

Format is nothing new, but the gameplay is excellent and Alfred's dive-bomb attack is hilarious. The idea of pecking balloons reminds me of *Road Runner* on the SNES but *Alfred Chicken* is a funnier game to play — the way Alfred bounces around the screen like a Sun Valley pinball is superb!

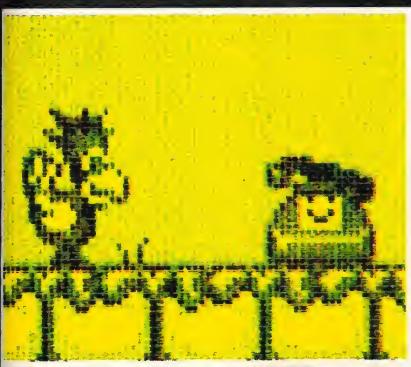
As each level is made of stages linked by doors, and most of the backgrounds look the same, it's very easy to get lost — thankfully you don't have to repeat sections if you die.

There are few viewing difficulties caused by occasional sprite flicker and dodgy shading which is very frustrating. However, apart from these minor niggles *Alfred Chicken* is a fun platform game that will delight all handheld owners. If you've finished *Super Mario Land 2*, give this a go.

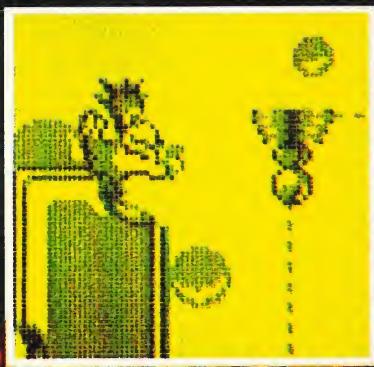
CHRIS 88%



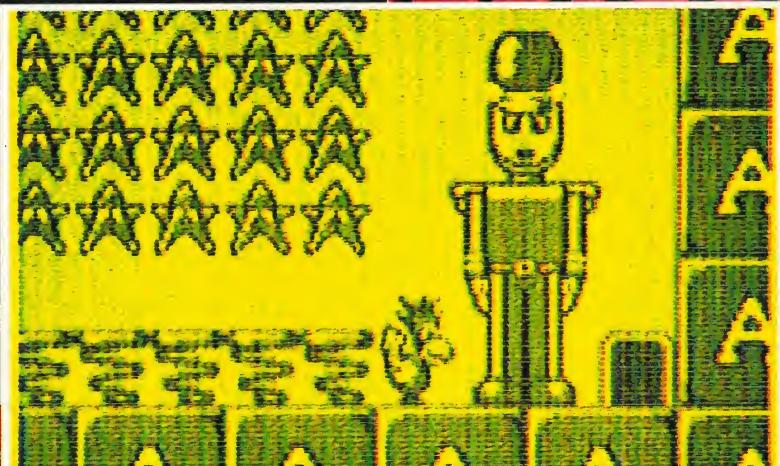
Aww! Poor Alfred looks a little sad. He's got no clockwork characters to play with, only a blade of grass. He shouldn't have pecked them all away should he?



It's for you-hoo! In a break between levels, Alfred phones his agent to discuss the new chicken fingers advert!



These platforms whizz around the level linking up the game. Standing on them is tricky so always try to hover first.



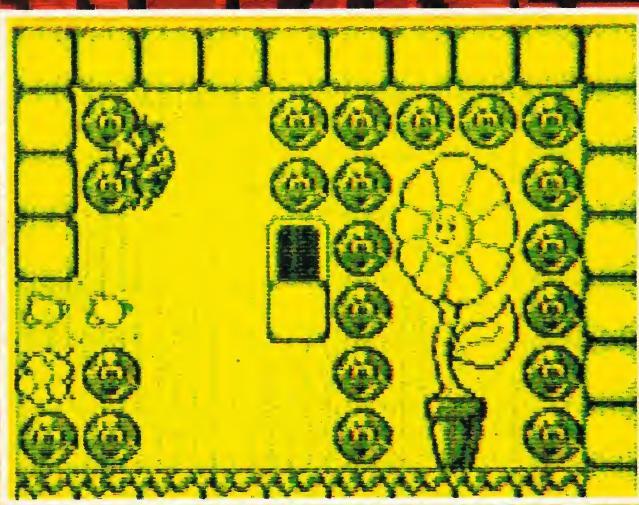
In this bonus room the object is to leap on the springs and collect as many stars as possible. When you've grabbed them all make your way to the door (bottom left) leading to the next level. If you've got time have a chat to the toy soldier!

ROB: 'It's boootiful!'

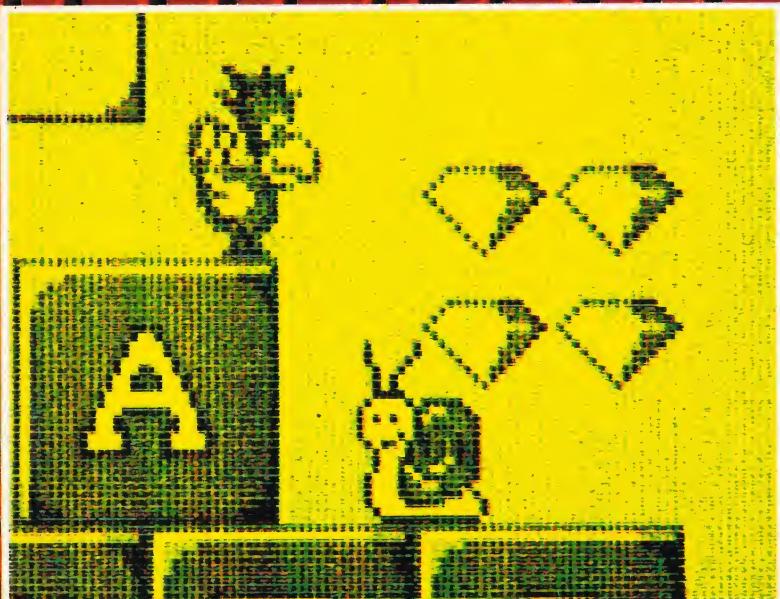


I can't remember playing a game that has a chicken as its main character — some are pretty foul but no chickens! *Alfred Chicken* is a Game Boy platformer with interesting twists in the gameplay. The variety of moves is excellent, Alfred's nose-dive attack is a great touch and the hidden exits give the game a *Mario* feel. Game Boy graphics are put to good use with plenty of excellent animation — when Alfred dies (or clucks it!) feathers fly everywhere, then he returns as an egg and hatches. The jolly music is a perfect match to the fun feel of the game. *Alfred Chicken* is an original and very addictive platform game that will appeal to all games players.

ROB 86%



Reach the end of the level and the lovely flower puts a rocket up Alfred's bum and sends him on to pick up as many bonuses as he can lay his beak on. The graphics and sound are really amazing!



What are snails famous for? That's right! Being slow. This is great news for Alfred because he can peck the little blighters before they can do him any damage. Don't forget to keep collecting those delicious diamonds!

ALFRED CHICKEN

**PUZZLE****SNES****AVAILABILITY**

Producer: Bullet Proof Software
 Supplier: Krazy Konsolas
 Price: £55
 Status: Japanese Import

OPTIONS

Players: 1
 Continues: Infinite
 Skill levels: 1-30
 Extras: Save Option

FIRST GLANCE

NICK
 Well, it's Tetris isn't it? What more can I say? Nice game but I wouldn't pay £55 for it!

ROB
 Block-stacking good fun with the added bonus of an extra game.

CARL
 Quite a fun game but what's the point? Get yourself a Game Boy instead!

GRAPHICS

Clear with lots of colourful backgrounds

SOUND

A variety of chirpy tunes but nothing spectacular

PLAYABILITY

Instantly addictive and a joy to play

LASTABILITY

Thirty skill levels and two different games

FORCE FACTOR

Classic strategy-based arcade action let down by poor FX

SUPER TETRIS 2 + BOMBLISS

The age-old game of blocky fun from the Game Boy now comes to the SNES in glorious technicolour and with an extra explosive puzzler bolted on!

Tetris — the game that spawned a thousand rip-offs — has finally arrived on the SNES. For the few that don't know what *Tetris* is all about, the aim is to mix and match falling blocks to form horizontal lines.

When a line is completed it disappears and the mass of blocks drops down the screen. As the game progresses, blocks fall faster and the game is over when blocks reach the top of the screen.

The game features A, B or C game types which progress in difficulty by giving different screen effects as you play. Blocks rise from the bottom making creating lines much harder and on the later skill levels the blocks fall at an incredible speed!

The SNES version is in beautiful full colour, with wonderful scenic backdrops of waterfalls, and features an extra game — *Bombliss* — in which lines of matching blocks explode.

leaving devastation and lots of points.

There are two sections to *Bombliss*: Contest, where the aim is to clear thirty progressively-difficult stages by using the built-in mines to blow away lines; and the mind-boggling Puzzle game, giving you a pattern of blocks and a set amount of moves to destroy the whole lot.

When the blocks reach the top of the screen the game is over. Watch the top window to see the next shape to drop.

**CHRIS: 'Non-stop addictive action.'**

Okey, I admit the thought of *Tetris* on the SNES made me laugh. I mean, converting Game Boy games to the SNES is like buying a Ferrari and fitting a Mini engine! However, a couple of games was enough to convince me that the Mini engine has been given one hell of a turbo boost!

If you're expecting a straight conversion, you'll be pleasantly surprised. The extra game — *Bombliss* — is a great title in its own right and *Tetris* is as brilliant as always.

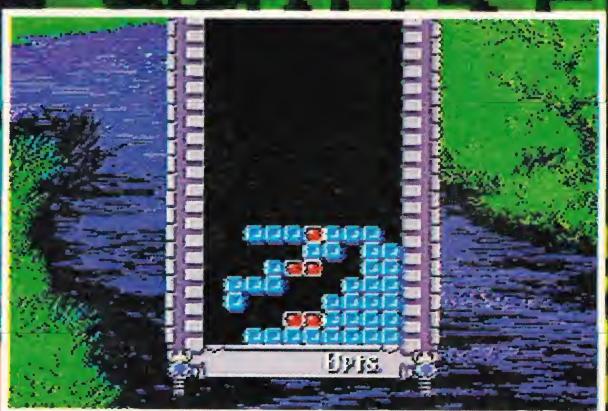
To be honest, the addition of colour doesn't make that much difference. *Tetris* has never been about great graphics, just honest addictive gameplay and this cart maintains that tradition admirably.

Critics will say it's not worth the money. They may have a point, but two games with five different game types is a lot more variety than most carts are offering.

If you're prepared to sacrifice graphics and sonics for playability and lastability, *Tetris* will give you many hours of timeless fun. **CHRIS 77%**



This awkward Z shape fits perfectly in the bottom right corner of the puzzle — you see it's easy isn't it!



Rotate blocks to fit into gaps. Turn this horizontal piece into a vertical block and slide it into the left side of the puzzle.



QUIZ

SNES

AVAILABILITY

Producer: Game-Tek
 Supplier: The Computer Game Shop
 0743 363300
 Price: £50
 Status: USA Import

OPTIONS

Players: 1-3
 Continues: None
 Skill levels: None
 Save option: Double Jeopardy!

FIRST GLANCE

What a waste of money! Don't you dare buy this game — give me the £50 instead!

Good fun for a couple of games but quickly becomes boring — pity the questions are about America!

The answer is... buy another game because this is terrible, trite rubbish of the worst sort!

NICK

CHRIS

CARL

GRAPHICS

Colourful with really dodgy animation

SOUND

Terrible quiz show-style music — sampled speech

PLAYABILITY

Easy to play, but what's the point?

LASTABILITY

Just like the real thing — boring!

FORCE FACTOR

As naff as the original without the prizes!

46

JEOPARDY

Who wants to be a millionaire? Now's your chance to test your general knowledge and be a TV star. Get that trigger finger on the buzzer and prepare to win a fortune!

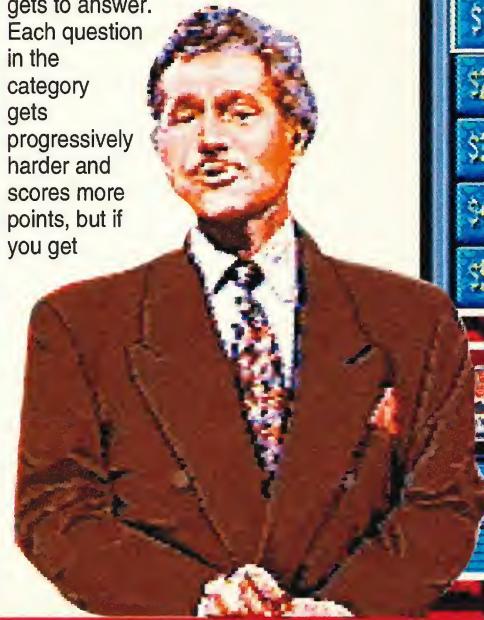
Adapted from the quiz first screened in America — but now on daytime TV in this country — *Jeopardy* makes its console debut on the SNES.

Gameplay follows the same format as the TV show, except you play for points instead of cash! For those who've never had the pleasure (or been spared the misfortune!) the aim of the game is to answer questions on a variety of subjects giving your response as a question — Americans always have to confuse things don't they! For example, if the quiz-master said, 'The best Nintendo mag in the world.' we would all shout 'What is N-FORCE?' You see, it's easy!

Begin the game by choosing one of five contestants each dressed in woolly jumpers and sensible shoes, although their clothing doesn't effect their IQ level — good job really!

An extra bonus is the three-player option (the third player shares a controller) making for trivia battles against friends or family. After the players have been picked, the game screens flash subject categories — if you can't find a topic you know anything about, a quick press of [SELECT] brings up a new set of categories. When you're ready, the game begins and the first player to press their buzzer gets to answer.

Each question in the category gets progressively harder and scores more points, but if you get



an answer wrong the question's value is deducted from your score — so if you're not sure, keep your mouth shut!

After all the questions have been used up, the game turns into Double Jeopardy (double points!) and after that Final Jeopardy — the grand final — where the contestants can gamble their winnings on a deciding question.



Choose a character and enter your name — although each player looks different they are all equally matched.

ROB: 'Save your cash!'



Things are getting really desperate when an American quiz game is converted to the SNES — whatever next, a console version of *That's My Dog!*

The action is very slow — inputting answers takes ages and quickly becomes boring — and the sketchy graphics give the game a naff daytime-TV feel.

There are all the standard subject categories — History, Pop Music, The Movies etc. — and some pretty obscure ones that make gameplay very frustrating.

The badly-animated quiz-master quickly becomes annoying and the contestants look like the cast of *Bay Watch* — they're very quick on the button though so you better have your thinking head on!

The theme music is a typical quiz show tune — dreadfull! It's repeated endlessly and drives you absolutely barmy. My advice is to stay well clear of this game. It's okay for an afternoon's entertainment but nowhere near worth the £50 price tag.

There are six categories with five questions in each. Find the Daily Double — a bonus question hidden in one of the categories — and you determine the question's value by gambling a proportion of your score.

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\$500	\$500	\$500	\$500	\$500	\$500



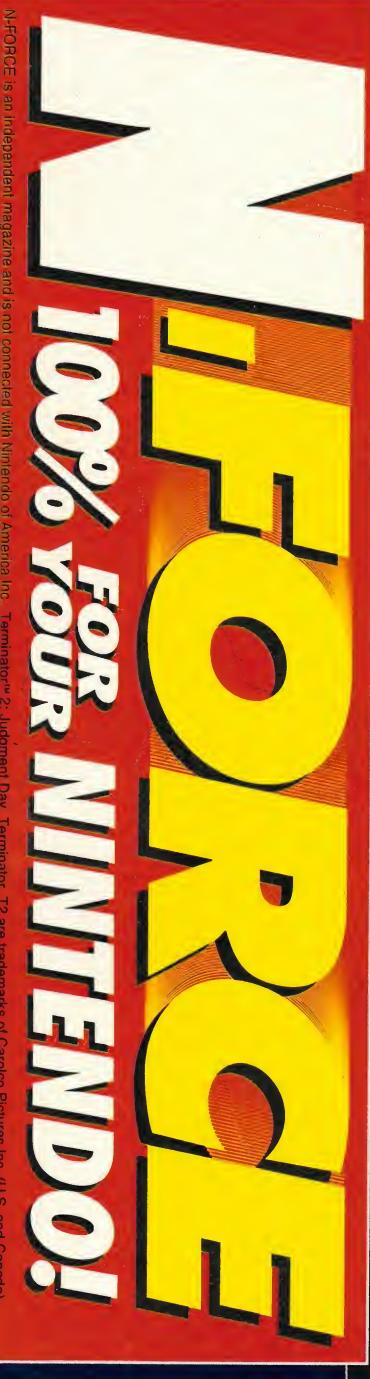
Whoever has the most points at the end of the game is the winner. Come on then grandad! Get your brain in gear!





TERMINATOR 2

COMING SOON FROM ACCLAIM!



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**RPG****NES****AVAILABILITY**Producer: Konami
Supplier:Price: £19.99
Status: Official UK release**OPTIONS**Players: 1
Continues: None
Skill levels: 4
Extras: Save option**FIRST GLANCE**

An interesting sea-bound RPG that soon becomes boring

Poor graphics and frustrating gameplay make this buccaneering adventure a real drag

Below-average gameplay and graphics — about as much fun as walking the plank!

NICK**CHRIS****CARL****GRAPHICS**

Jerky, flickery and very dull.

SOUND

Irritating, with no catchy melody and poor FX

PLAYABILITY

Awkward and very difficult controls

LASTABILITY

Gameplay is not challenging enough

FORCE FACTOR

A basic and disappointing role-playing adventure.

45

PIRATES

Ahoy there! Get yourself a false beard and an eye patch and set sail for the seven seas. This role-playing adventure is just like taking a world cruise — there's even a giant swimming pool with a plank for a diving board!

Everyone dreams of becoming a pirate at some time in their life — the open seas, the treasure chests full of gold, the parrot poo down the back! What? You mean you never did? Oh well, we're a strange lot here at N-FORCE!

This role-playing adventure from Konami gives all potential peg-legs the chance to live out their fantasies. After selecting the relevant options for time period, skill level and family name, it's straight in at the deep end with a ship to sail around the Caribbean and a crew to manage.

The objective is to become rich and famous, marry a beautiful woman and make a name for yourself in the world of buccaneering — highly sexist I know, but there were never many women pirates!

The adventure starts in a small town and you have a variety of options to select — visit the town governor for advice and maps, buy handy items from local merchants, or take a trip to the tavern where your crew can eat, drink and make merry!

The action is split between arcade-style sequences where swords are drawn for a swash-buckling fight to the

death, the open seas where the ship sails around various coastlines and text-based role-playing sequences illustrated with animated pictures.

F

A life on the ocean wave! The pirates chase a ship in an attempt to steal any treasure that might be aboard.

ROB: 'No buried treasure here!'

Arrgh! Hoist the Jolly Roger and splice the mainbrace. Wow! When I read the instructions to *Pirates* I got really into the whole pirate scene — erm... sorry about your leg Nick!

The thought of sailing the seven seas, growing a black beard and pilfering loads of gold really appeals to me. The big draw back is although the booklet makes the action sound great, the game is a total disappointment.

Pirates is a basic role-playing adventure with as much excitement as walking the plank in shark-infested waters. The action is so slow and forgettable... where was I? Oh yeah! The idea is good, but the presentation is dreadful.

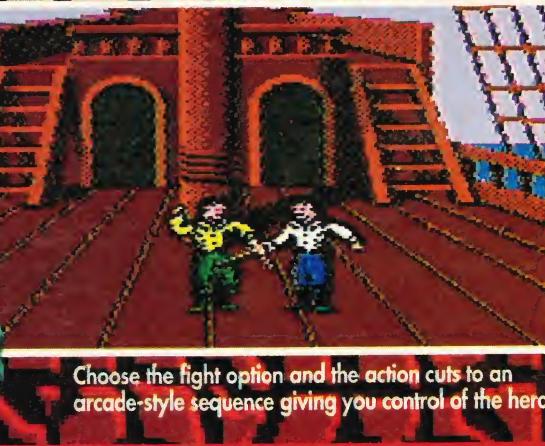
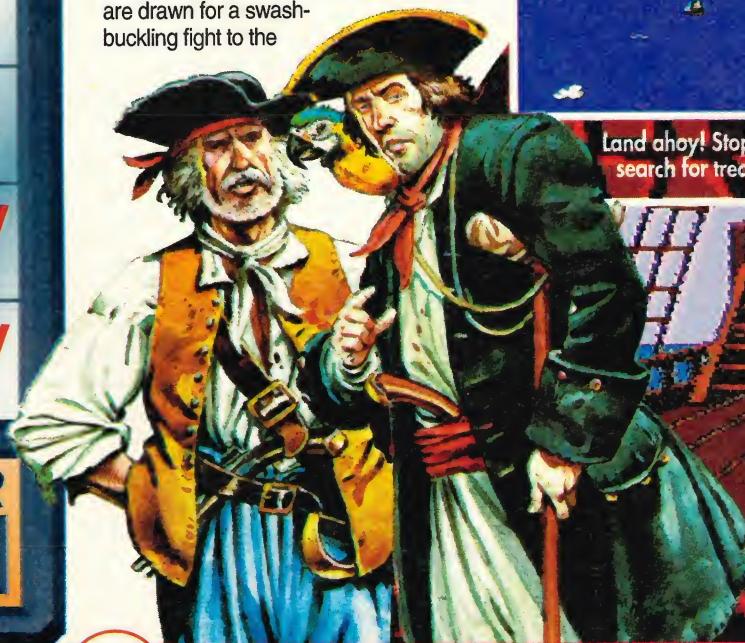
The animation and graphics aren't too hot either, there's plenty of irritating screen flicker and the music and sound effects are really boring. Nice idea but save your pennies for the sequel!

ROB 46%

Land ahoy! Stop the ship and search for treasure.



On the interactive text screens you get to choose your next move.



Choose the fight option and the action cuts to an arcade-style sequence giving you control of the hero.



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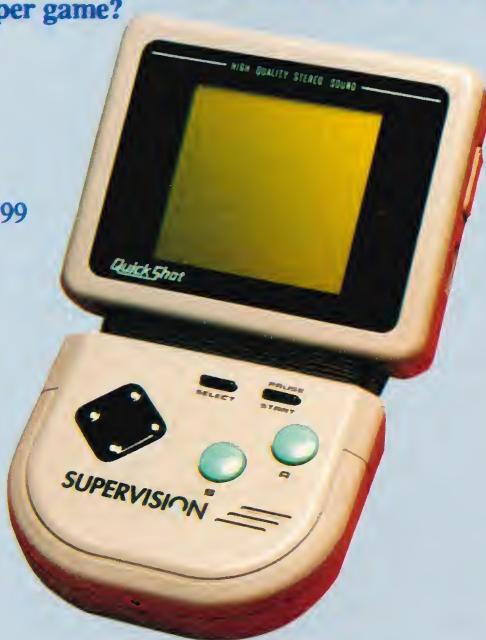
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C4

**PLATFORM****SNES****AVAILABILITY**

Producer: Ocean
 Supplier: Krazy Konsoles 0422 342901
 Price: £49
 Status: USA Import

OPTIONS

Players: 1
 Continues: 3
 Skill levels: 1
 Extras: Passwords

FIRST GLANCE

ROB
 Lots of excitement and loads of great levels to conquer. I've been playing it for ages!

CHRIS
 Much harder than the original. Graphics are excellent but the sounds are annoying!

CHIKE
 I had more fun with the original even though it was easier — but still a very playable game!

GRAPHICS

Out of this world! A SNES masterpiece

SOUND

The familiar Addams tune and 'parping' effects

PLAYABILITY

Tough level designs sort the men from the boys

LASTABILITY

This isn't one to complete in an afternoon

FORCE FACTOR

Visually stunning but not as playable as the first game

ADDAMS

PUGSLEY

Walking hands, spooky stairs and cauldrons full of witch's brew... this can only mean one thing. That ookie kookie family are back again causing havoc on the SNES!

In the first *Addams Family* the hero — poor old Gomez — suffered many a painful arrow up the family catacombs. In the sequel it's little Pugsley's turn to be scared senseless in the gothic corridors of the Addams Family mansion.

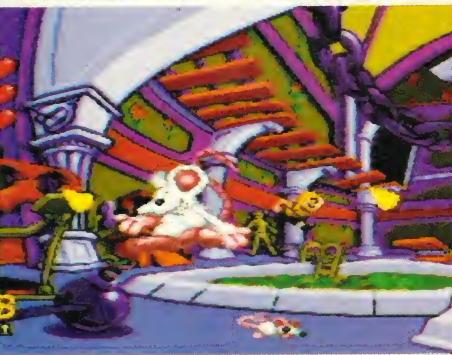
Pugsley's mischievous sister, Wednesday, has hidden six strange and wonderful objects around the spooky house to be recovered with a limited amount of lives.

Guide Pugsley through each room searching for energy-restoring magic to keep him alive. Throughout the journey you encounter secret switches, energy-restoring hearts and 1UPs giving an extra life.

Although *The Addams Family 2* is a basic platform-based collect-'em-up, it's full of weird nasties to avoid and destroy. All this action is set against a variety of colour-drenched backdrops and accompanied by lots of eery music.



And for my next trick...! This magician is the spitting image of Paul Daniels with that bald head underneath the magician's hat. He's a tough cookie to crack though.

**CARL: 'The game from the tomb'**

They're back! The ookie, kookie family that even Dracula wouldn't have next door, return to the SNES for more spooky platform fun!

The graphics are an improvement over the original, *The Addams Family* — the backgrounds are breathtakingly detailed with excellent parallax scrolling and between-level screens. Pugsley's sprite is more detailed than Gomez's was in the first game, leave him too long and you're treated to a side-splitting comic display!

On the down side, the gameplay lacks the crispness of the original. The format is almost identical making for an easy-to-play game but I miss the surprise of finding out the twists the hard way.

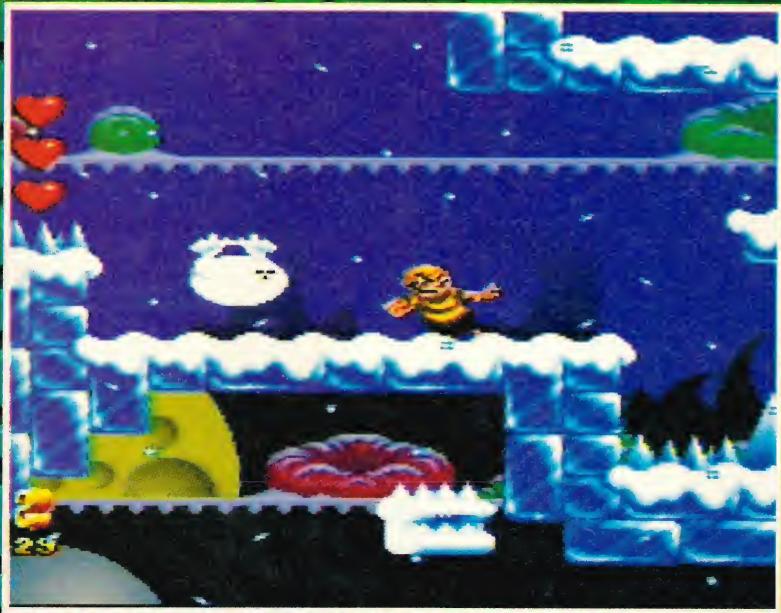
The final verdict? It's a superb platformer that gives a winning formula a face lift. If the gameplay was improved — or at least different from the original — I wouldn't hesitate in awarding it a knockout, but as it is it's just another good follow up I'm lowering my mark.

CARL 81%

These cheese triangles don't provide calcium, just a very sore head when they are rebounded off it!



FAMILY Q'S SCAVENGER HUNT



These snowball monsters scare the hell out of even the bravest Addams family member. Poor Pugsley just can't stop slipping and sliding!



Make it through the slippery slidey ice levels and you find the spooky entrance to the the magician's castle. I wouldn't go inside if I were you!



The only time you should ever go inside a toilet seat is to get out of the levels in the bathroom section. Poo-weel! Better take a peg along!



NICK: 'A real platform challenge!'



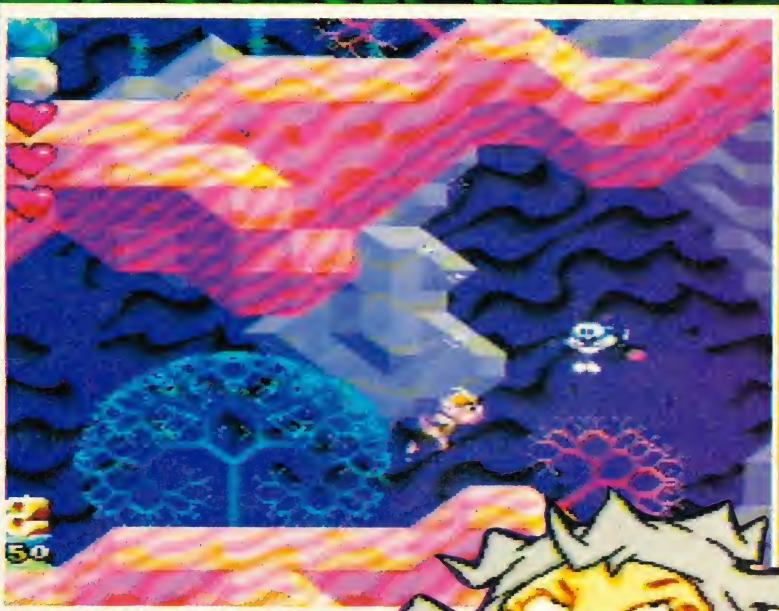
I simply loved the first *Addams Family* game — all that bouncing around with parping sound effects and gorgeous graphics. This sequel is instantly recognisable to all fans of the first game because it appears to be almost identical! But after playing it for a few minutes I realised that this is a very different game.

Ocean have tweaked the graphics to produce some amazing effects — the crystal ball level is excellent! Pugsley makes a great character sprite and the way he eats a sandwich if he's left for too long is hilarious.

This game is much harder than the original — the levels seem a lot tighter with pixel-perfect jumps and slides needed to survive. The animation sequences used on the enemies are out of this world — bouncing on the average enemy sends them exploding into a huge red mess, others blur out mini-creatures hiding inside!

Platform fans will love every minute of this game. It's got lots more challenge than the likes of *Tiny Toon Adventures*, but it's not so difficult that it becomes annoying.

NICK 88%



Aww, how cute! These cat fish meow and spew out fish bones at poor old Pugsley. Is this what you call kitty litter?



WORLD CLASS RUGBY



SPORTS

SNES

AVAILABILITY

Producer: Imagineer
 Supplier: Playtime
 Price: £44.99
 Status: Official UK release

OPTIONS

Players: 1 or 2
 Continues: None
 Skill levels: 7
 Extras: Save option, action replay

FIRST GLANCE

NICK
 Love that 3D scrolling! All the fun and frolics of rugby without the mud!

CHRIS
 Tricky to control, but still an original and very playable rugby union sim

CHIKE
 I don't like rugby but I loved every minute of this — great fun!

GRAPHICS

Nice but basic use of Mode 7 — jerky scrolling



SOUND

Some good sampled speech but FX are poor



PLAYABILITY

Terrific throughout, hard to switch off



LASTABILITY

You come back again and again and...



FORCE FACTOR

Superb action for sports types — a bit confusing though



WORLD CLASS RUGBY

At last, the great game of rugby makes its debut on the SNES and about time too! For all those who think that rugby is just a muddy version of American football without the pads and helmets, look what you've been missing...

The oval ball has made many appearances on the SNES but it has always been the transatlantic version used in American football, so the arrival of *World Class Rugby* is long overdue.

Slam in the cart and you're greeted by a host of amazing presentation screens—the number of menus and options is phenomenal! The player can customise every aspect of the game—playing surface, wind conditions, length of game, team strip and even the eight individual characteristics of the 15 guys who make up your team! So if you think Will Carling needs a bit more speed just bump up his agility

rating, or make a match more even by handicapping an opponent's star player!

The on-field action offers the choice of one- or two-player games and for couch potatoes there's a full 80-minute demo. All the features of rugby union are included, meaning plenty of scrums, line outs, drop goals, up-andunders, ruck and mauls.

On top of this, seven difficulty settings, a mass of special plays and non-stop, end-to-end action make this an accurate representation of modern rugby played at the highest level and one of the most inventive sports sims for ages.



TRY SCORED 00

Shock horror! Fiji (in white) have scored a runaway try against the normally brilliant All Blacks!



One of Fiji's advantages is their speed to the ball and the ruck. Unfortunately, they can't tackle well so they usually allow plenty of points.

CARL: 'Frantic end-to-end fun'

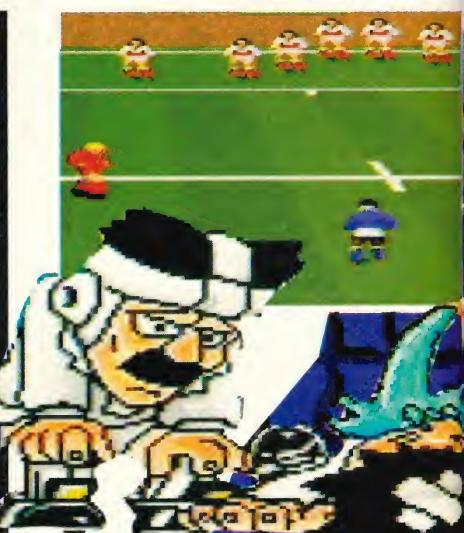


I was really suspicious when I first heard of this title. Surely Imagineer couldn't capture the fluid open style, speed and complex set plays of modern rugby — boy, was I wrong!

As with most sports sims, *World Class Rugby* really shines in two-player mode, but it's still highly playable against a computer-controlled opponent. This is largely due to great presentation allowing you to customise teams and alter skill levels. The addition of a league option as well as an exhibition game is a great touch adding extra lastability in one-player mode. This flexibility puts *World Class Rugby* leaps and bounds ahead of many other sports sims. If this isn't enough, it plays like a dream too — the simple, easy-to-grasp controls are excellent!

It's refreshing to see an original title and an even bigger bonus to find it plays so well. I loved every minute of it — I'm off for another game!

CARL 88%



ASS BY



The Welsh may be one of the worst teams in the game but they pass the ball very well. Problem is, they haven't learned to catch it yet!



SCRUMMY PLAYS

Set plays are displayed in three left-right scrolling windows. Simply select the special play you want with the highlighter (seen here on the center screen) then watch a step-by-step animated explanation of the move.



The ball moves left to right from man to man (the men are the dots). The players move in the direction of the arrows and the ball is passed at point [A] to the man at point [B].

Highlight the play screen you want, and you get a quick demo. The men are represented by crosses and the ball by the red circle.

Pass the ball to the right and run in that direction so the cover moves away from the man on the long run. Just after they cross [A] passes to [B] leaving the defence stranded.



Classic play! The England number nine (in white) holds onto the ball until the cover is sucked in, then passes wide.



The only problem with the set plays is if you don't get it just right the whole thing falls apart and you look a right prat!



England (in white) are on the break. Dowie Morris feeds the Welsh forwards a dummy and runs for the line.



TAKING CONTROL

One of this cart's best touches is the variety of control methods for each aspect of the game.



In a scrum or ruck use the joypad to move the ball to your end and win possession.



Move the cross hair on the ball to alter the height and distance of the kick.



Move the cross up and down the lineout to set the length of throw.

GET KITTED OUT!

Rugby fever is sweeping the nation so lace up your boots, slam in your gum shield and prepare to win the latest line in snazzy sports gear. Take a look at what you can win...

More and more people are getting switched on to rugby thanks to England's recent success in the Five Nations Championship, the very popular rugby World Cup held in 1991 and now a great new console rugby game —

World Class Rugby

Anco are the first company to produce a rugby game for the SNES (check out the review on page 48) and it's absolutely fabulous.

Play international teams in friendly competition, or take on the cream of

rugby in the World Cup — there's action galore for one and two players! Customise players' abilities to form your dream team, then take the field for rucks, mauls, scrums, lineouts and tackling around the neck — all the rough 'n' tumble of the game is captured for you to enjoy in the comfort of your home.

To celebrate the launch of *World Class Rugby* those wonderful people at Anco have given us a scrum full of prizes to give away to 16 lucky winners.

Try these for size!

One grand winner gets a copy of the game, a shirt and a match-quality rugby ball.

15 runners up get copies of *World Class Rugby* on the SNES and International rugby shirts

Just answer the three questions on the coupon and send it to: Rugby Compo, N-Force, Impact Magazines, Temeside, Ludlow, SY8 1JW.

Rugby tackles!

1. How many players are there in a rugby union team?

- a. 15
- b. 13
- c. As many as you like as long as the ref's not looking.

2. The captain of the England team is?

- a. Will Carlsberg (probably)
- b. Will Carling
- c. Will Castlemaine

3. The New Zealand team are also called the...

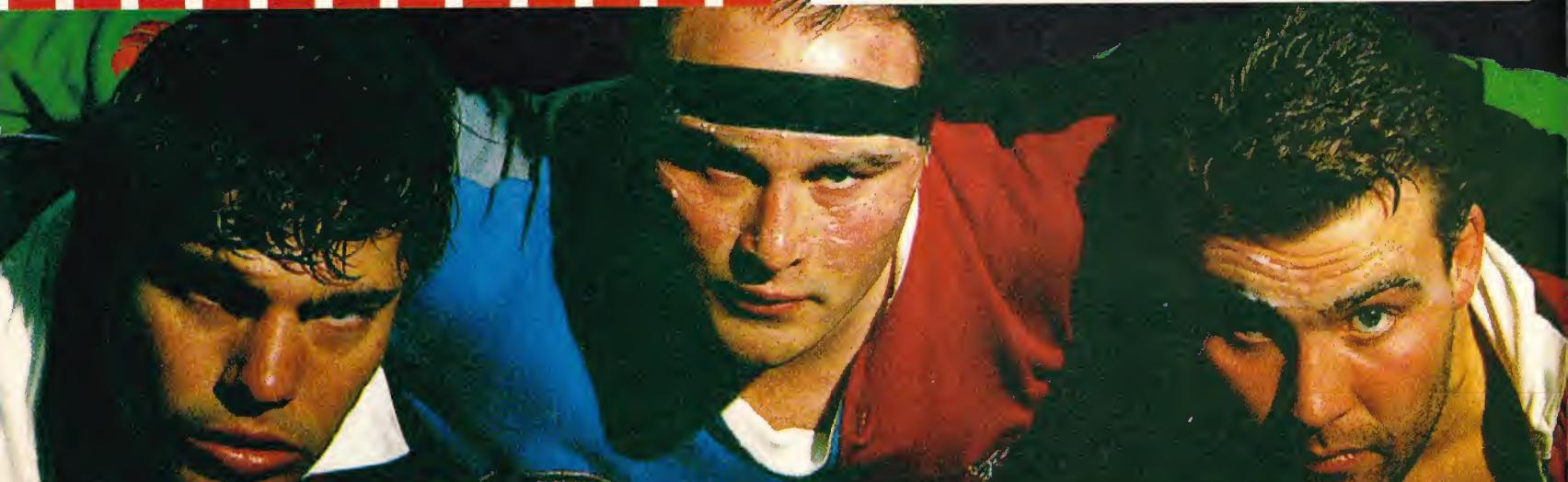
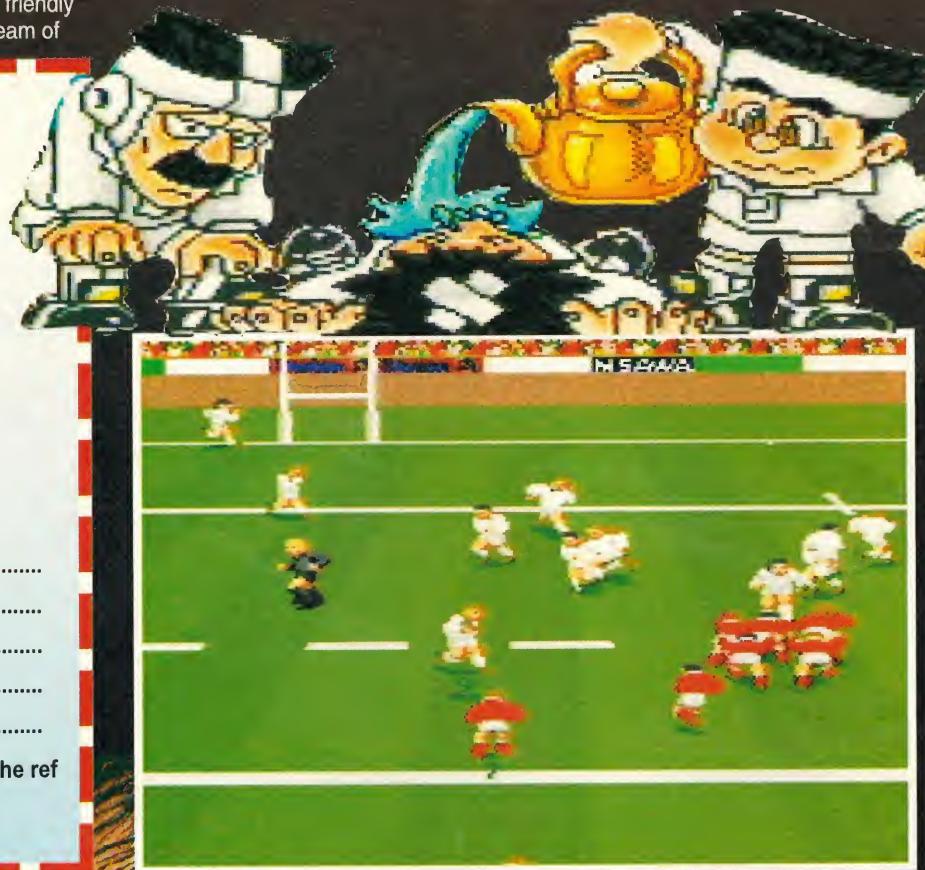
- a. All Backs
- b. All Dark Blues
- c. All Blacks

Name

Address

Postcode

Don't forget sports fans, the editor's decision is final because he's the ref and no correspondence will be entered into because he plays prop-forward. If you don't want mail from other companies tick the box



**PLATFORM****GB****AVAILABILITY**

Producer: Elite
 Supplier: The Computer Game Shop
 0743 363300 £25.99
 Price: £25.99
 Status: Official UK release

OPTIONS

Players: 1
 Continues: None
 Skill levels: 1
 Extras: Language select

FIRST GLANCE

NICK
 It's amazing! The graphics are just like the SNES version and the game's almost as playable.

CHRIS
 A great conversion but not as much fun without the simultaneous two-player option.

CARL
 Unga bunga! Caveman clubbing at its best — instantly playable and incredibly addictive!

80**GRAPHICS**

Excellent graphics, detailed and easy to see

75**SOUND**

Good theme tune and lots of cool sound effects

81**PLAYABILITY**

Great to control, easy to pick up

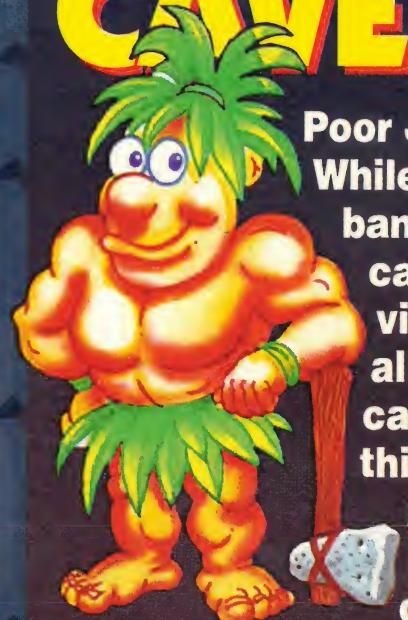
80**LASTABILITY**

Lots of levels with plenty to do

FORCE FACTOR

A very good conversion of a classic game.

JOE & MAC CAVEMAN NINJA



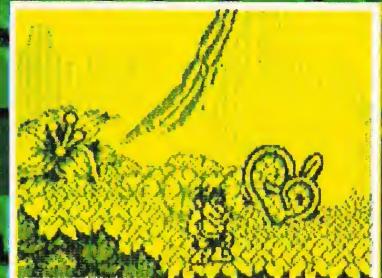
Poor Joe is in trouble. While he was asleep, a band of wandering caveman entered the village and kidnapped all the women. That can only mean one thing — it's time for the prehistoric axe-wielding hero to go out clubbing again!

Hot from the SNES and the NES comes the latest instalment of this popular series of prehistoric platform games, *Joe & Mac: Caveman Ninja*. The aim of the game is to rescue a group of village women being held hostage by a ruthless gang of stone-age kidnappers.

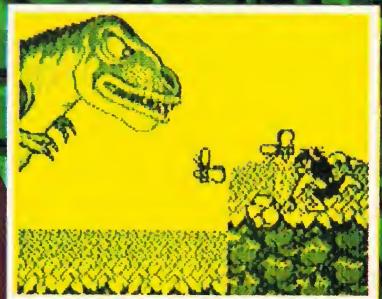
In this one-player handheld version Joe's all by himself as Mac has gone hunting. The adventure is spread over nine levels with waterfalls, giant sleeping dinosaurs, ancient burial grounds and the inside of a Tyrannosaurus Rex to explore.

Power-ups are hidden throughout the levels with wheels, boomerangs and fireballs all coming in useful against the multitude of swarming enemies. Energy is tight but is boosted by picking up the fruit and chicken legs that enemies drop when bashed.

In true platform tradition each level has a boss to deal with — huge dinosaurs and killer Venus fly traps are just a couple of the nasty surprises awaiting. Joe's definitely got his work cut out!



Strolling through a dinosaur-filled valley can be a hair-raising experience — carry a club at all times!

**ROB: 'Great gameplay!'**

Joe & Mac: Caveman Ninja is an excellent conversion of a classic game. The format is the same as the brilliant SNES and NES versions, although the gameplay suffers from the lack of a simultaneous two-player option.

The detailed animation of the dinosaurs is very impressive and the controls although basic, are smooth and responsive. The graphics show off the Game Boy to the full and the sparkling melodies create a fun atmosphere. If you're looking for a fun platformer that'll give hours of enjoyment, give this go — it's a prehistoric classic!

ROB 80%

These vicious lads chase you all the way through the game so be on your guard and always carry a big stick.



Don't worry this dinosaur won't wake up he's out like a light — careful though, some are alive.

**PLATFORM****nes****AVAILABILITY**

Producer: Konami
 Supplier: Konami
 Price: £34.99
 Status: Official UK release

OPTIONS

Players: 1
 Continuous: 3
 Skill levels: 1
 Extras: None

FIRST GLANCE

ROB
 A Biblical epic with lots of cuddly animals that will stand the test of time!

CHRIS
 A very playable platformer let down by irritating sprite flicker — well worth a look though!

CHIKE
 Rain, rain go away, because this game is here to stay — I love it!

85**GRAPHICS**

Excellent animation but some dodgy sprites

79**SOUND**

Twiddly tunes and fun effects

74**PLAYABILITY**

Tricky to start but practice makes perfect

78**LASTABILITY**

Later levels get really tough

FORCE FACTOR

A fun platform adventure for all ages — a great laugh!

100

NOAH'S

It's raining, it's pouring and Noah's Ark is... one of the best platformers since the flood. Build an Ark, travel the world, save the animals — it's non-stop action in this Biblical basher!

In the Earth's early days, long before consoles were invented, there lived a bloke called Noah. As Noah was a trustworthy man, God gave him a very important mission — to save two animals of each species and take them aboard a huge boat called The Ark.

This colourful platform game features Noah travelling around the world's continents saving animals from the coming flood. Noah's journey begins in Europe, where he searches three tough sections before a showdown with one of the many end-of-level caged creatures that include fish, snakes and other ghastly zoo rejects.

Along the way, Noah can pick up various power-ups and energy icons including armour, giving temporary invincibility. Other special items — including apples, bananas and oranges — restore Noah's energy which is represented by a power bar at the top of the screen.

Gathering the animals isn't easy, so the bearded hero is armed with an effective stun gun. One blast is enough to stop most creatures in their tracks, leaving Noah free to take the sleeping beauties back to The Ark.

After all the animals have been

rescued, take them back to The Ark — two by two of course — and wait for the flood. Don't hold your breath though — it could take a lot longer than you think!



Soon all those green lumpy bits will be a lovely shade of blue. Noah has to save all the animals before high tide!



Poor old Noah — over 400 years old and he doesn't look a day over 390! Here in Europe all he has to do is find the exit. Look up old fella, the door is right over your head! Maybe he needs a hearing aid?!



Searching for the camel is very tricky — watch out for club-wielding maniacs who stop at nothing to protect their animals!



Watch out for the giant fish at the end of the Europe stage. Here, Noah uses his special power to turn into two little fishes.

ARK



This is The Ark where Noah begins his journey. His mission is to travel the world rescuing animals and then take them — two by two — back to The Ark before the great flood comes.



KNOW YOUR NOAHS!

During the game, Noah can pick up hidden potions and icons turning him into an incredible Super-Noah! Just take a look at some of the amazing powers he can use...



Wings of a dove: sends our hero high into the air when [A] is pressed. Useful for getting through tough water levels.



Red raw: when Noah gets a red tint he's hot stuff — those nasty animals just can't cope with the fire-power!



Two little fishes: to take on the giant fish at the end of the Europe stage, Noah becomes a fish too!



Turned to stone: the ultimate weapon against those crafty reptiles. Bounce on them with stone shoes!

Met his maker: step on the wrong thing or get poked by a centurion and Noah takes a trip up to see St. Peter!

NICK: 'It's a corker!'



I'm sure all NES owners will admit that many recent platform games feature almost identical gameplay with different graphics — if you've got one cute platform game you've usually got the lot! Well, *Noah's Ark* is here to make you think again. Konami have done all 8-bit fiends proud with a superb and original game packed with brilliant animation, attractive graphics and superb playability. The horizontally-scrolling levels are very tough — the water level is a real killer — so you need lightning reactions to complete the mission. Using the continents as levels is an excellent idea and the giant bosses are a real test. *Noah's Ark* is top notch stuff. Forget all those boring platform games and get a load of this — my Sunday school teacher would be proud!

NICK 81%



Yikes! It's the Level One guardian. Poor old Noah's got his work cut out defeating him. Take too long and the water rises making life extra hard.

CARL: '40 days and nights of fun'



What an original platformer! *Noah's Ark* combines simple but effective gameplay with a well-adapted platform formula to produce a great title that will keep 8-bit game fiends occupied for hours.

Although there are some annoying glitches in the graphics — for some unknown reason the sprites flash to white silhouettes when hit or touched — the rest of the game is very impressive.

The gameplay has many good points — I really like the way you're constantly racing against time, the rising water and the automatically-scrolling screen — stay still too long and you're pushed off!

The search for pairs of animals takes you from the green lands of Europe to the snow and ice of Antarctica — it's a tough challenge that will certainly take plenty of time to complete.

Although not really my type of game, if you enjoyed the *Super Mario Bros* series, *Noah's Ark* is certainly a cart to think about buying. Just one parting thought — did Noah really take two woodworms with him and if so how did he know he'd got a male and a female? **CARL 73%**



Cheer up Noah — you've managed to save the first of your animals, a dopey rabbit. Now it's back to The Ark. Row, row, row your boat gently down the stream...

HOME ALONE 2
LOST IN NEW YORK
PRESS START TO PLAY

PLATFORM

SNES

AVAILABILITY

Producer: T+HQ
Supplier: The Computer Game Shop
0743 363300
Price: £48
Status: USA Import

OPTIONS

Players: 1
Continues: None
Skill levels: 1
Extras: None

FIRST GLANCE

CHIKE
A vast improvement on the original, but the graphics aren't that good!

CHRIS
Graphics aren't too spectacular but the gameplay is strangely addictive.

CARL
If you're home alone... don't play this! Slightly better than the original but that was rubbish!

GRAPHICS
Better than the original but still nothing special

SOUND
Movie-style soundtrack and weird sound effects

PLAYABILITY
Lots of levels to play but they're all similar!

LASTABILITY
You can only stand that brat for so long!

FORCE FACTOR
Poor graphics and backgrounds make this disappointing!

New York is not the nicest place to get lost in — especially when you're barely out of nappies and there's a hotel detective, two ex-cons and a gang of ruthless muggers out for your blood. Luckily, young Kevin McCallister has plenty of tricks up his sleeve...



The Level One boss is the knife-throwing Master Chef. Forget your weapons, use the knee slide (top left) to remove items of the chef's clothing (top right). After a couple of good slides the evil soup stirrer loses his shorts (right) and tumbles to the ground in a heap. All that remains is his hat and a load of cookies (below). Scoff the food and get out of there!



Surprise, surprise! Kevin McCallister has been separated from his family once again. This time the young lad is lost in New York with two desperate villains and the entire staff of the Plaza Hotel on his tail.

Home Alone 2 is a platform romp through four huge and hazardous levels. Level One is based in the plush surroundings of the Plaza Hotel. Unfortunately, the hotel staff don't take kindly to a little kid running around, so Kev is constantly chased throughout the various floors by peeved porters, cheesed-off chamber maids and a hotel detective that takes great delight in ringing young lads' necks!

Escape the end-of-level boss — The Mad Chef — and make a break through Central Park — watch out for muggers! Next, it's off to the town house — to set traps for Harry and Marv — before finally arriving at the Rockefeller Centre Christmas tree and befriending the pigeon lady!

It's a tough challenge but along the way there are loads of power-ups to collect including: a variety of bazooka-style weapons; stun guns; special credit cards giving temporary invincibility; a duck allowing you to knock over enemies with mid-air spins and energy-restoring pizza — yum, yum!



ROB: 'Fist-flying action!'



The first reactions around the office to this sequel to the tragic *Home Alone* game were very cold. But after I'd played it for about half an hour it became clear that this game is worlds away from its shoddy predecessor.

The gameplay is vastly improved with four huge stages to wade through, nasty end-of-level bad guys to beat and plenty of tricky traps to spring.

Although some of the graphics — particularly the character sprites — are sketchy, the animation is very good and there is a varied selection of sounds and FX. Gameplay is pretty tough to start, but give *Home Alone 2* a bit of time and you'll find it's a cool platformer that'll take some time to crack.

ROB 71%



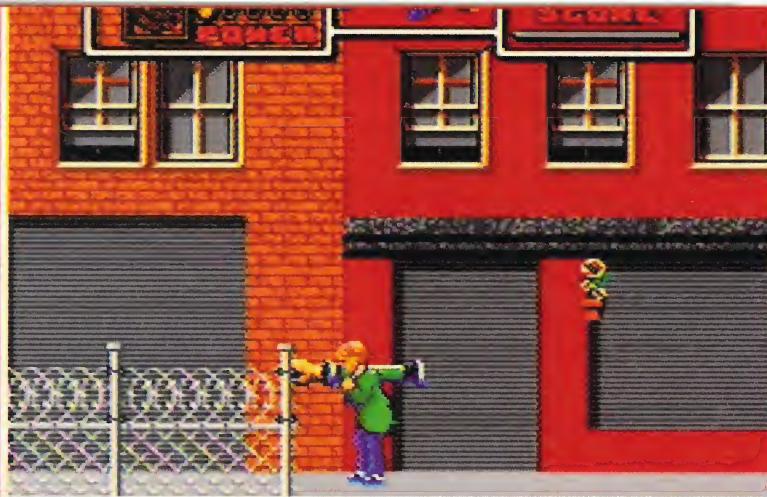
There's trouble at the Christmas tree — poor old Kevin McCallister is at the mercy of the bad boys. The only person to help him now is the Pigeon Lady. Can she do it in time?



Kevin's an agile little lad — he leaps over sofas, trips up hotel workers, sets traps for Harry and Marv and climbs down slippery ropes. Make sure you avoid the frightening bats that fly out of the dark — they takes lots of energy!



ALONE 2



Kevin's vast arsenal includes an extremely handy bazooka-type weapon called a Flying Fist. This deadly gadget fires boxing gloves across the length of the screen.

ROOM SERVICE!



Pizza slice: collect six of these for an extra life. Look for them hidden in the lights!



Pigeon: gives Kevin an invincible mid-air spin-jump for defeating enemies.



Whole pie: grab this mouth watering delight for a 1-up. Try looking in the hotel rooms!



Credit card: your flexible friend makes Kevin temporarily invincible



Cookies: collect five of these scrummy snacks to recover one lost power unit.



After shave: gives extra speed, a longer jump and invulnerability for a short time.

NICK: 'I wouldn't stay home alone with this game!'



This is an odd game! All the features are far superior to the original — with graphics that actually look like they were intended for a SNES and a good movie-style soundtrack — but the playability leaves much to be desired.

Level One is ridiculously difficult and frustrating as there's no mid-way point, so when you die you have to repeat sections. Weapons are supposed to help out with the end-of-level baddies but you always seem to run out before getting to them!

I haven't seen the film, because the thought of spending two hours looking at Macaulay Culkin's ugly mug put me off, but I'm told this SNES conversion follows the plot closely. The graphics are above average — but only just! The game's characters must have all had nasty accidents, as the animation on everyone but the hero, Kevin, is atrocious — they look more like robots than humans!

The plain truth is *Home Alone 2* is a below-average platform collect-'em-up that kept everyone at N-FORCE playing for one reason — it was the only game we had at the time!

NICK 40%



Grab six slices of pizza for an extra life. Use the dart to temporarily stun enemies — it doesn't work on bosses.

STAR WARS
THE EMPIRE STRIKES BACK

SHOOT-'EM-UP

GB

AVAILABILITY

Producer: Ubi Soft
Supplier: Zonetec
081 471 4810
Price: £24.00
Status: Official UK release

OPTIONS

Players: 1
Continues: 10
Skill levels: 1
Extras: None

FIRST GLANCE

NICK

Hot stuff! Darth better get ready to take a battering from me. This is great fun!

CHRIS

Super graphics and absorbing gameplay make this an excellent sequel to Star Wars.

CARL

May the force be with you! This is one of the best handheld games around.

88

GRAPHICS

Well-drawn sprites and backgrounds

85

SOUND

The film soundtrack slickly converted

88

PLAYABILITY

Using the force isn't easy — but it is fun!

85

LASTABILITY

Lots of levels to explore — fans will love it!

FORCE FACTOR

A welcome addition to the Star Wars trilogy — great!

85



Luke, Darth and Obi are back on the Game Boy, and this time it's a duel to the death. So draw your lightsaber, clear your mind and prepare to use the N-FORCE...

You've blasted your way across the Tatooine Desert, defeated Darth Vader and blown the Death Star into cosmic oblivion — surely it must be time for a well-earned holiday?

No chance! The rebel party has been gate crashed by Darth's imperial troops and it's up to Luke Skywalker to tackle the evil menace of the Dark Side once more.

The game's plot follows the film closely with you playing Luke Skywalker in his battle against Darth Vader and his minions. The adventure takes you through a variety of game styles including platform, blast-'em-up and training levels — there's enough to keep you going for weeks!

Search ice caverns, destroy Imperial Walkers, find the elusive Jedi Master, Yoda, and master the power of 'The Force.' And when you think you've done it all, prepare for a showdown with Lord Vader. Only if you overcome the lure of the Dark Side and defeat Darth can you rescue Princess Leia and return home a hero.

With such a hard task ahead the key is to find as many hidden items as possible — some, such as the lightsaber, are necessary for later parts of the game. You've got the help of a Tauntaun (a large white kangaroo) in the first levels to help you get around but even so, this is still one tough challenge. So get that lightsaber out and use 'The Force.'



Luke and Yoda in a meaningful exchange. The little guy with the big ears pops up to help regularly — that's Yoda not Luke!



Time for some blasting action on the icy wastelands of Hoth — I hope Luke brought his thermal underwear it's freezing out there!



Exploring the ice caves on Hoth with your friendly Tauntaun. Keep an eye out for power-ups like this or you could be in lots of trouble later!

ROB: 'A great sequel'

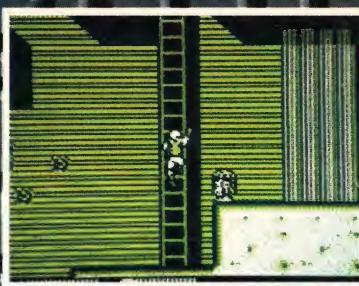


When I first played Star Wars on the Game Boy, I was very impressed with its detail and playability — *The Empire Strikes Back* is even better. Loads more detailed sprites, booming sounds and addictive gameplay — this has got the lot.

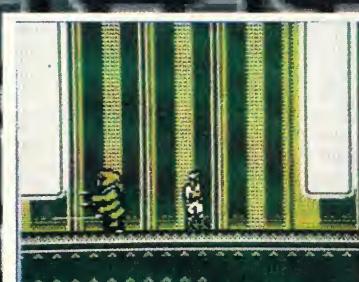
The action follows the film with lots of familiar sequences — like the AT-AT battle and the Darth and Luke confrontation — plus a few original touches thrown in for good measure. Backgrounds are great and the familiar theme music sounds spot on. Despite some frustrating sprite flicker in the later levels, *The Empire Strikes Back* is a very good movie conversion. Anybody who's a fan of the film trilogy will really get off on this miniature epic.

ROB 84%

REVIEW



The different levels and ledges are linked by large ladders — it's a good job Luke isn't afraid of heights! The lightsaber (below) is one cool weapon.



MILO: 'Excellent graphics!'



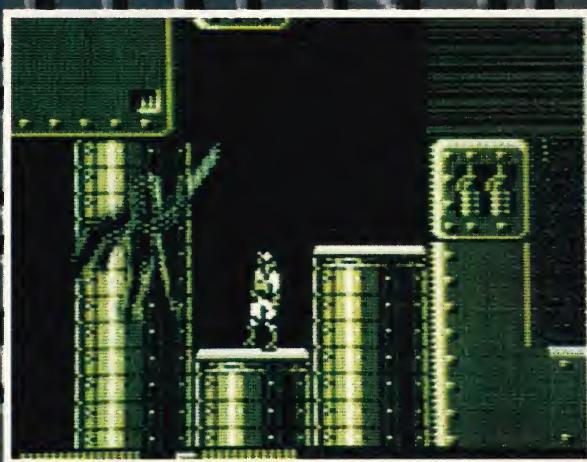
At first look, *The Empire Strikes Back* seems like a regular platform adventure. But get beyond the first few levels and there's a whole world to explore with heaps of challenge and levels galore — this is one game you're not going to finish in a hurry!

Graphics are of the same high standard as *Star Wars* on the Game Boy with stacks of detailed backgrounds and impressive intro screens. Music is the unmistakable theme tune from the movie — proving that not all Game Boy sounds are rubbish!

The highlight of the game is its size and complexity — there's just so much to do. Whether you're a fan of the movies or not, this is one game not to miss.

MILO 88%

Just when you think you're safe an enemy comes flying out of the air. The best bet here is to run back up the ledge and wait for him to make a move. As soon as he comes towards you, leap and let him feel the full force of the light saber.



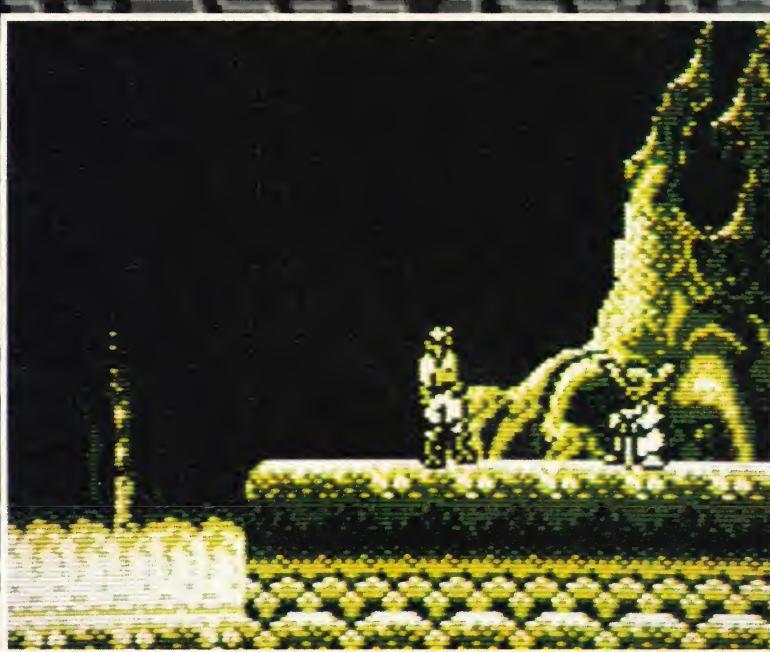
MAD ON MOVIES?

Star Wars may seem a recent phenomena, but it was in fact 16 years ago that Luke Skywalker, Han Solo and Princess Leia made their movie debut.

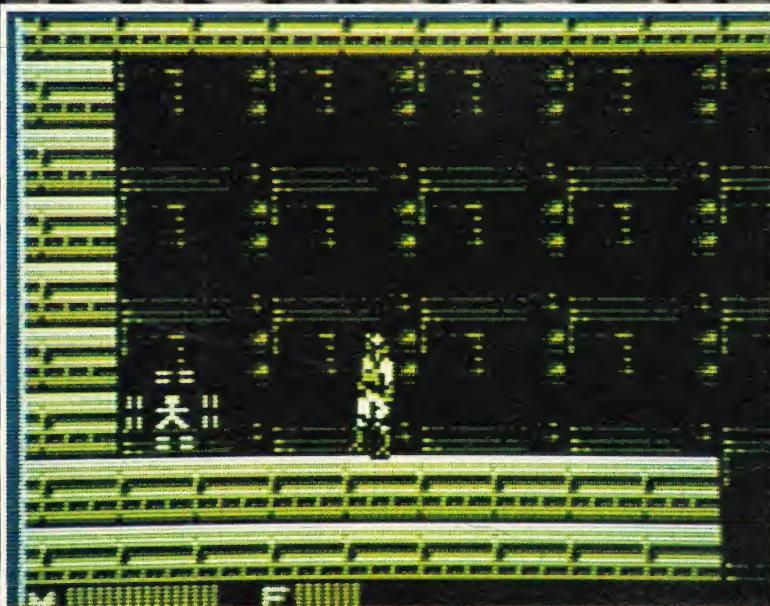
Star Wars hit the screens in 1977 and became an instant blockbuster, followed in 1981 by *The Empire Strikes Back* and in 1983 by *Return of the Jedi*.

Since then there has been nothing — despite whispers of a fourth movie — but the popularity of *Star Wars* has spawned a huge cult following with books and merchandise still selling strongly.

Who knows? With the interest generated by the games, Luke and the Princess together again on the big screen may not seem such a fantasy.



One of the most exciting parts of the game is the trip to see Yoda. Here Luke learns the way of the Jedi Knights and masters the powers of 'The Force.'



Extra lives are tucked away on out of the way ledges. Always explore every part of a level, there are loads of bonuses just waiting to be discovered!

USING THE FORCE

Luke and the gang have been big stars on Nintendo consoles during the last 12 months. *Star Wars* on the NES was the first game in the series to arrive mid last year and set the standard with plenty of action and heaps of levels to explore.

Then came the sequel — the *The Empire Strikes Back* on the NES — closely followed by the challenging Game Boy version of *Star Wars*. But the real treat for *Star Wars* fans was the SNES version released early this year.

Bone-crunching Mode 7 graphics and cinema sound make this cart hot property — scenes like the Land Speeder level and the final Death Star shootout are a visual feast!

The Empire Strikes Back on the Game Boy is the fifth Nintendo game to follow the exploits of Luke and co. and understandably it has a lot to live up to. It has been developed by the French company Ubi Soft — the team behind *Star Wars* on the Game Boy — and has a similar feel, although the difficulty setting has been tweaked to make it more of a challenge.

**PLATFORM****nes****AVAILABILITY**Producer: Hudson Soft
Supplier: WoolworthsPrice: £31.99
Status: Official UK release**OPTIONS**Players: 1
Continues: None
Skill levels: 1
Save option: None**FIRST GLANCE**

The traditional fruity fun is spoiled by poor graphics and playability.

Tough but unrewarding! Old enough to be considered a classic but certainly not good enough!

The frustrating gameplay put me off. Definitely not as good as I remember it in the arcades!

CARL

CHRIS

CHIKE

GRAPHICS

Colourful but not particularly detailed

SOUND

Arcade-style tunes and 'boing!' effects

PLAYABILITY

Tricky gameplay but practice makes perfect

LASTABILITY

There's lots of it — you'll be playing for yonks!

FORCE FACTOR

Hardly a classic! A just-above-average platformer.

88

Reviewed!

ADVENTURE CLASSIC

These are desperate times — especially if you're a beautiful princess! There's always some dastardly deviant around the corner waiting to kidnap you. N-FORCE come to the rescue but are they too late...?

Poor Princess Leilani! No-one told her there was a maniac witch doctor on the loose. So there she was, shopping for a size 12 leopard-skin bathing costume, when what should happen? Some dude with a bone through his nose popped a bag over her head and whisked her away to Adventure Island in the South Pacific.

What's even worse is Master Higgins — her true love and protector — was nowhere in sight. So now he must don his hula skirt and travel by chartered skateboard to save her from a fate worse than death (what is a fate worse than death? Shopping in Milton Keynes? Taking two bottles into the shower? I'd really like to know).

Adventure Island Classic is standard platform action with you, as Master Higgins, exploring the forests, mountains and caves making up the island. As if things weren't bad enough, your quest is against the clock —

the longer you take the more energy you lose.

The only way to regain lost strength is to collect the fruit and milk bottles scattered about the eight levels. There are also a number of power-ups hidden in large eggs — but beware, not all of them are beneficial! There are masses of secret rooms, bonus

stages and hidden paths — find one of these for loads of extra points.

The only other help is a continue option which needs to be activated by finding the bee icon. Sounds quite generous but you need as much help as you can get, if you're to overcome the tough challenge of Adventure Island.



Yee-har! Walking along collecting fruit is babies' stuff. Grab a skateboard, it's much faster — but don't forget to put a helmet on first, you could have a nasty fall!

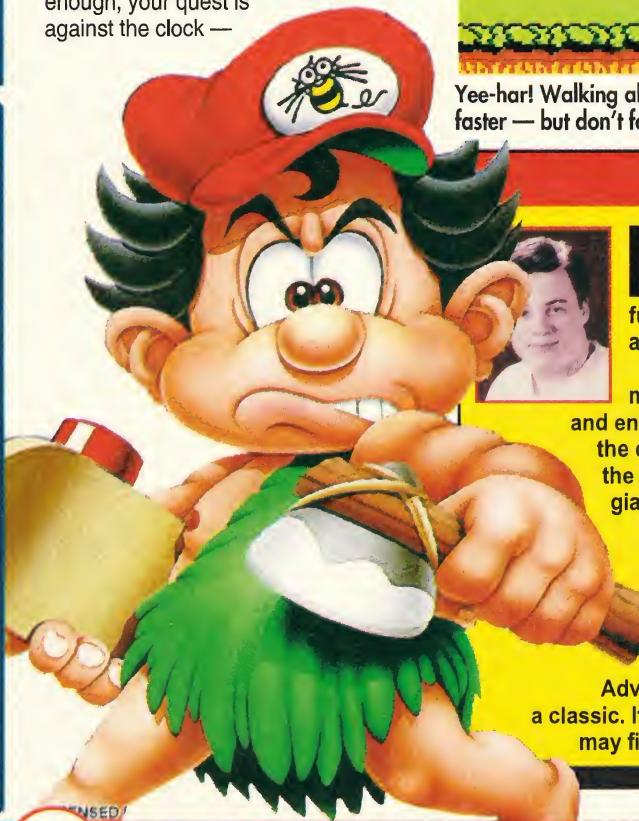
NICK: 'Very fruity!'

Flippin' heck! I remember playing this golden oldie years ago in a run down arcade on the sea front — ah! Family holidays. Adventure Island was loads of fun then and this latest NES conversion has still got that addictive charm.

The level layouts are exactly the same as the arcade machine, right down to the position of the fruit bonuses and enemies — good job I've got a photographic memory! All the original power-ups are here; the axe, skateboard and the flying fairy giving invulnerability, are all hidden inside giant eggs.

Gameplay is really tricky — I couldn't even manage to get past the first area! Visuals are nothing special but are faithful to the arcade original if that's any consolation. The sound is still great with a racing tune to keep players on their toes and the usual 'boing!' jumping effect.

Adventure Island Classic is exactly as it says in the title — a classic. If you haven't got it on your NES, give it a whirl — many may find it a little dated though.

NICK 69%

ADVENTURE ISLAND CLASSIC

LEVEL 1

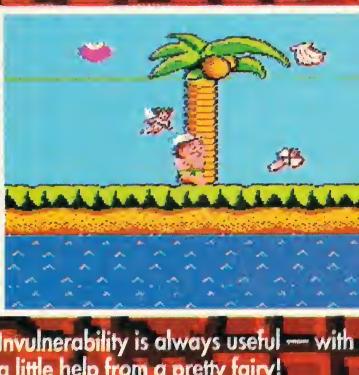


Watch out for the goal sign at the end of each level. Enter the spooky cave and it's off to the next exciting stage. It's touches like these that make the game faithful to the original arcade version.

These nasty cave dwellers come out to drive you batty. Give them a bash and they leave you alone!



Watch out for that nasty water! It's full of slimy devils out to eat you!



Invulnerability is always useful — with a little help from a pretty fairy!



ROB: 'Good arcade conversion'

As far as coin-op conversions go, *Adventure Island Classic* is pretty average. Although it's got all the features of the original arcade version, the gameplay is very irritating.

The lack of continues is very frustrating — three lives is pretty stingy, especially when the gameplay is so tough. On the positive side, the graphics are extremely colourful — so colourful that it's advisable to wear sun-glasses unless you want to burn out your retinas!

The thumping soundtrack is impressive to start but quickly gets annoying. All in all, *Adventure Island Classic* is a game that older brothers or dad might enjoy but '90s game fiends will find disappointing.

ROB 64%



Things are looking great! When you've got the skateboard and the Honey Girl, you're invincible and super fast. Hurry, she only stays for a short time!



I've heard of free range eggs but this is ridiculous! There are many surprises hidden inside these shells — crack them open for a power-up.

CLASSIC COLLECTABLES!



Egg: crack them open — with your axe or by running into them — to reveal power-up's.



Stone axe: this handy weapon gives extra firepower essential for survival!



Skate board: use this rad device to speed through the levels. One hit and you lose it!



Honey girl: an excellent friend to have. While she's around you are invincible.



Fruit: come in many mouth-watering varieties. Each one collected boosts energy.



Stone: they look harmless enough but hit one and you lose vital energy!

TIPS FORCE

Maybe offering £50 for the best tips every month wasn't such a good idea! The N-FORCE team are busy moving offices and it's almost impossible to get past the mailbags stuffed with tips! One thing's for sure, you game fiends sure know how to crack those carts. Take a look at this lot...

SNES

Alien Vs Predator.....	61
Bombuzal	62
Chuck Rock.....	64
Combat Tribes	60
Darius Wing	62
Desert Strike	62
Faceball 2000	60
Hook	62
James Bond Jr	62
Krusty's	62
Kikikaikai	61
McDonaldland	66
Rocketeer	62
Street Fighter II	61
Super Wrestling	61
Super Smash TV	62
Super Star Wars	60

NES

Adventure Island 2	62
Adventure Island 3	62
Bad dudes.....	62
Bart	62
Batman	62
Battle of Olympus.....	62
Blades of Steel	62
Blue Shadow.....	62
Bubble Bobble	62
Burai Fighter.....	62
Captain Planet	62
Fester's Quest	62
Gradius	60
Legend of Zelda	62
Lunar Pool	62
Metroid.....	62
Nintendo World Cup	62
Snake, Rattle & Roll.....	62
Tetris	60

GB

Bill & Ted	62
Bomber Boy	62
Choplifter 2	62
Fortress of Fear	60
Kirby's Dreamland	62
Pipedream.....	62
Pitman	62
Turtles.....	62

Tetris



Try out this handy cheat sent to us by **Adam McCulloch** from **Windsor**. On the B-type game, press [SELECT] while a block is falling. When it hits another block the screen displays success and you have cleared the level.

Repeat this on the A-type game for 10,000 points.

The Combat Tribes



Enter the code 9207 in two-player mode to match any of the game's characters against each other.



Fortress of Fear



This is a cheat to get the secret bonus level was sent in by **Dushyanthan Puvanendrampillai** from **Enfield**. At the end of Level 4.0, on the moving platform, go to a secret room with 2 chests, a goblet of wine and a secret door. There's also a moving platform to get you out again.

Gradius



To get loads of power-ups, simply pause the game and press [UP], [UP], [DOWN], [DOWN], [LEFT], [RIGHT], [LEFT], [RIGHT], [B], [A] and [START].

Faceball 2000



Here's a great way to skip from Level 1 to Level 10. At the end of Level 1 turn around and face the wall, then shoot it to open a secret room containing an orb. Use the orb to reveal

TOKYO

Norton Kai — our man in Japan — has been busy gathering more red hot tips from the Nintendo heartland.

Super Star Wars



At certain points in the game, it's possible to access the sound test so you can listen to all the cool sound effects and those classic John Williams

compositions. During gameplay, keep [A], [B], [X], [Y], and [SELECT] pressed and hit [START]. This cheat doesn't always work — for instance the sound test screen can't be accessed when Luke's piloting the Landspeeder.



Super Fire Pro Wrestling



These codes for top Japanese wrestling game were sent in by Richard Hadden from Northowram.

Enter the password CUV27 34KWT PL to get into the points tournament final in one-player mode.

AY3Y3 EVXED 6Q gets you straight into the Championship Belt match in one-player mode.

D2HZS 7S3JL 4R takes you to the points tournament final on tag-team mode and D2PNW 3WPVT EJ you'll be straight into the Tag Team Championship Belt match.

Super Fire Pro Wrestling 2



Enter the password KPUJL 4U7N7 GZSWU R6E71 3DX15 FIJKO ONMTC YSQWX TL to go straight into the points tournament final in one-player mode. In the championship belt tournament you come up against

three wrestlers who are not in any other part of the game. Their codes are:

PYCOQ HKAR6 2B7Z1 RK3IM YW7GE 2J3SB 2WPGH 5XD54

L7GK3 XIDMC AUTQH MIRHJ 76TGF AYR4U A6LGF SPFQB B7

Championship Belt Challenge 6HTS7 WZPAN JQOIX AZKX3 HFOVT JKQBQ JF6VT SWDQP NZ
Enter 4SSSU GFSIS PZ5NF YOHSX CDRXK LX34M MIEB7 V50MR WM to go straight into the points tournament final on tag team mode.

Enter the password PIIEV 2JQTZ EU6WJ HPHAN AI4NC KNOPT TSRYH 5XEP4 UU You'll be straight into the tag team championship belt match. So now you've got no excuse for not winning the coveted World title. And if ever you get stuck, use the oldest tip of them all... cheat!

TIPS

Kiki Kaikai

Don't get fooled by the cute looks, this one's actually a pretty demanding shooter! If you're finding it too difficult to get ahead, try this stage select cheat. At the character-select screen, move the selection cursor to the desired character. Keeping [X] and [Y] pressed, press [A] four times, [B] four



times, then [A], [B], [A], [B], [A], [B], [A], [B], and [START]. The stage select screen should come up. Just choose the stage you want to play.

Alien Vs. Predator

For all the hype, this game's a bit of a let down as far as gameplay's concerned. If you're finding it tough going, try this stage-select cheat. When the title screen is up, select CONFIG and open the option menu. Keeping [L], [R], [X] and [A] pressed on controller 2, press [START] on controller 1.

ACTION REPLAY ATTACK!



We've had so many letters from game fiends wanting *Street Fighter II* codes that we're dedicating this month's section entirely to the brilliant beat-'em-up. Keep sending your codes to the usual address and you might even win an Action Replay T-Shirt!



STREETFIGHTER 2

The following codes were sent in by Andrew Lee and Jamie Whitehead of Thringstone. Please note all codes are for the Japanese version. Effects may vary using UK or USA versions.

Magic throws Player 1	7EOE6000
Magic throws Player 2	7EOC6000
Mess 1 player	7EOC580
Mess 2 player	7EOE1580
Good Dragon Punch Player 1	7EOC2E00
Small jumps Dragon Punch Player 2	7EOE2E00
Player 1 gets hit without being touched	7EOC030E
Player 2 gets hit without being touched	7EOE030E
Gravity pulls left (jump only) Player 1	7EOC3OF6
Gravity pulls left (jump only) Player 2	7EOE30F6
Player 1 is invincible	7EOC2BBO
Player 2 is invincible	7EOE2BBO
Player 1 loses all his energy then becomes invincible	7EOC2BOO
@Player 2 loses all his energy then becomes invincible	7EOE2BOO
Two special moves at once Player 1	7EOD8000
Player 1 is covered in blood	7EO48300

GENIE GALLERY

Got an NES Game Genie? Got a brain? Right, well that's all you need to use these codes — it's that simple! If you know some we don't, send them to us at the usual address — there's a cart of your choice for the sender of the most original code each month!



Thringstone.

Here are a selection kindly donated to us by Andrew Lee and Jamie Whitehead of

Batman

Running enemies freeze when shot
EXGOTO

Bart

Floating jump
One life for every coin
OPSYVUGA
PAXNGYAE

Adventure Island 2

2 lives
7 lives
10 lives
PEXVAALA
TEXVAALA
PEXVAALE

Lunar Pool

Balls bounce wrong way
IIIIIG

Batman

Full energy
Machines move slower
One shot with dirk to kill level boss
EEEPOTPA
PPPPP
SOPZEA

Battle of Olympus

Divine sword & loads of olives
LAUGYAAA + GASATASA

Blue Shadow

Super Jump
No baddies
VKPZXP
XLTIGA

Bubble Bobble

Infinite Lives
OAUGUZLE

Fester's Quest

Invincibility
Change Music
OGIPEK
LEGEIO

Desert Strike



If you're having trouble making your way through this tough strategy sim try these codes:

Level 2 3ZLHZTN
Level 3 93ZHBHR
Level 4 W8PP97Z
Level 5 W4WSP37

James Bond Jr



Try these level codes:
Level 3 0007
Level 4 3675
Level 5 9025

Level 6 1813
Level 7 3353

Super Smash TV



If you're having problems cracking this gory blast-'em-up, try this sneaky cheat. To avoid fighting any enemies enter the Circuit Select code — press [RIGHT], [RIGHT], [UP], [DOWN], [R] and [L] on the title screen.

When you've chosen which level you want to begin on, start the game. Before you enter the door in the next

room, hold down [SELECT]. When you go into the next room all the bad guys die and after a few seconds a voice says 'Let's go.' As if by magic, all the exits open. Repeat this to complete the game.

Hook

This cheat enables you to build up loads of extra lives. When you get to level 5, at the start of the level fall down the first chasm on the right. You will then notice Tinkerbell at the bottom of the pit, walk across to the right and you'll see a 3-up and a leaf. You have to go underneath the rocks to reach them. Then when you've collected this, die and repeat same the same procedure until build up enough lives.

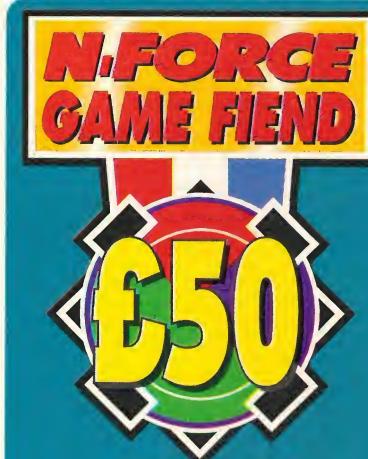
Adventure Island 3

Here's a handy stage select for this great platform adventure. On the title screen press [DOWN], [UP], [LEFT], [RIGHT], [B], [A], [B], [A] and the stage-select screen appears — try the last level, it's really tough!

Krusty's Super Fun House

Here are a couple of handy cheats for all you Krusty fiends out there. Enter the password JOSHUA — put a space before and after — to exit a section without completing it — simply go back to the door and push [UP]. If you repeat this on every section, you'll be able to see the game's finale.

The next cheat helps you round up the rats in a room quickly. In any room where Krusty has at least two moveable blocks, place the first block next to a wall. Now wait until the rats cross the block and are between the wall and the block. Stand on the block and release the second block thus trapping the pesky rodents. It's best to make sure that the area between the blocks and the wall is the size of another block because then the rats compress into a single rat.



This month's winner of £50 worth of software is **Mark Fountain of Gwent**. He sent us his very own booklet, *Thirty Tips For Your Nintendo*.

Although we didn't use them all, here are the best of the bunch. Oh! Mark you forgot to include your address so get in touch so we can sort out your prize.

Bad Dudes

On the title screen press: [B], [A], [DOWN], [UP], [DOWN], [UP] to get 64 lives on the second controller.

Metroid

Type in JUSTIN BAILEY on the title screen

Snake Rattle and Roll

If you reach the end of Level 1 in under 4 seconds you'll find a rocket taking you to Level 8.

Legend of Zelda

Name your player Zelda to start on the second quest

Tetris

To get past Level 9 High 5 press and hold [B], [A], and [SELECT]. When the block touches the floor or another block, you automatically complete the level.

Blades of Steel

To start with no goal keepers hold

down [A] and [B] on both controllers when the title screen shows. Now press [START] on controller 1

Nintendo World Cup

Type in 56131 on the password screen to get to match 8

Captain Planet

To get to stage 5-2, enter the code 829443

Burai Fighter

To make the game more difficult use the code: "GOOD"

Turtles

If you're nearly dead, pause the game and press [UP], [UP], [DOWN], [DOWN], [LEFT], [RIGHT], [LEFT], [RIGHT], [B], [A], for an energy top up.

Kirby's Dream-Land

For a harder game, press and hold [UP], [A] and [SELECT] on the title screen.

Pipe Dream

Type in "TALL" to get to Level 25.

Choplifter 2

Type in "CHPLFTR" to get to 2-1.

Pitman

The code "RGIM" gets you to Level 100.

Bill and Ted

To get to "The Abyss" use the code 555-6737

Bomber Boy

Type in PKL8Q8AC.

Darius Wing

For 49 ships press [L] and [R] on controller 2 then SELECT and START.

Bombuzal

Use the code "WIND" to get to Level 50

Rocketeer

Try this password 040-473-312



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No frills, no music just help. Please have a pen and paper ready for information.

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CHUCK



ROCK

CORE
COLLECTOR'S EDITION

Part One

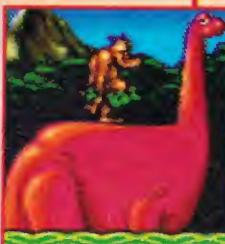
Get out your Brontosaurus burgers! It's time to go clubbing! **TIPS FORCE** brings you **PART ONE** of a stone-age solution to **CHUCK ROCK** on the SNES. Stand by for the first three stages of this prehistoric platformer...

Stage One

Heart: grab this pounding power-up for one extra energy point.
Meat: when hunger strikes add one energy point by chomping this.
Pig's head: Yum, yum! My favourite. This little piggy gives 10,000 points!
Small rock: use this as an umbrella or to give a bit more height for a jump.
Sausage: keep your eyes out for bangers. You get 100 points for each.
Bean: Coffee bean, baked bean, Mr Bean! There's 100 points for each one.



Monkeys: throw coconuts at Chuck from the tree tops. Use a small rock at an umbrella.



Giant Dinosaur: use him to cross the swamp by standing on his back.



Swamp: use a large rock to cross this stinking mess.



Flies: buzz around Chuck's head and can be killed with one hit.



Walker: trundle along the ground with a huge hammer to bash things!



Marcher: stride about platforms with nowhere to go.



Tip toes: sneak about and pop up when you're least expecting it.



Baby bird: covered with a shell and deadly to the touch!



Pterodactyl: fly around and swoop onto Chuck's head.



Handy pterodactyl: when hit they fly up, grab Chuck and move him to another platform.



Green dino: trundle about and split into two, then four smaller dinosaurs!



Sea saw crocodile: throw a rock onto his nose and he'll catapult Chuck skyward!



Leaper: these just jump around the level making trouble.



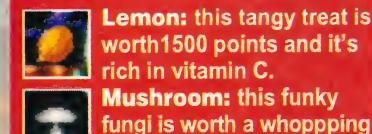
Tiny Jaws: look harmless but have giant teeth which are bared if Chuck goes near.



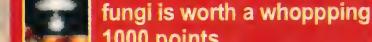
● Boss

Rasping dinosaur: Pick up the small rock and throw it at this dino from the ledge. Then while he runs away Chuck can quickly jump down, pick up the rock and repeat the sequence until he's popped off!

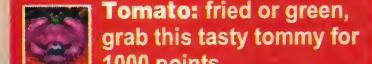
Stage Two



Lemon: this tangy treat is worth 1500 points and it's rich in vitamin C.



Mushroom: this funky fungi is worth a whoopppping 1000 points.



Tomato: fried or green, grab this tasty tommy for 1000 points.



Scary sludge: suddenly pops up from nowhere and can't be killed. You can't tell where they are by watching the brown earth.



Spotted mushrooms: bounce around the level until they are killed. **Yellow splodge:** boring! Kill this thing quickly.



Balloon flyer: deflate this dino with one hit.



Purple hedgehog: watch out for those spikes! Pop him off.



Jogger: dashes about the level thinking he's in a marathon!



Spider: climbs up and down his web getting in Chuck's way.



Curled worm: hit him to form a diving board for Chuck to reach another platform.



Blue spike: just pop him off before he gets nasty.



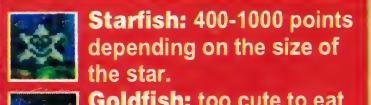
Shy dino: marches up and down with his head in the ground!



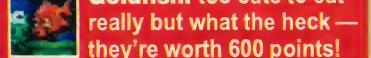
● Boss

Sabre toothed tiger: sneak up behind this harmless looking little pussy cat and repeatedly hit him. If you have timed things right you should be able to get constant hits in before he can retaliate.

Stage Three



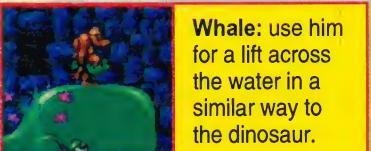
Starfish: 400-1000 points depending on the size of the star.



Goldfish: too cute to eat really but what the heck — they're worth 600 points!



Turtle: crawl around aimlessly until you put them out of their misery.



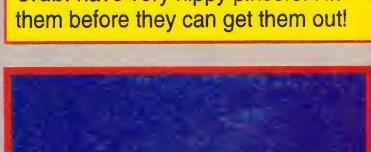
Whale: use him for a lift across the water in a similar way to the dinosaur.



Crab: have very nippy pincers. Hit them before they can get them out!



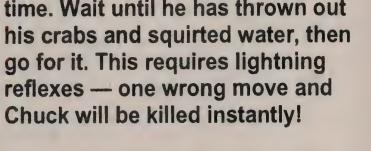
Guppy fish: just swims left and right, one hit and he's gone!



Squid: float on top of the water but deadly to the touch!



Frogs: stand on their heads and they will leap, catapulting Chuck to the higher platforms.



● End of stage Boss

Watery squirts: this slippery character is very tricky — he needs a kick in the stomach at the right time. Wait until he has thrown out his crabs and squirted water, then go for it. This requires lightning reflexes — one wrong move and Chuck will be killed instantly!

Another pulsating pre-historic part next month...

McDONALDLAND

The golden arches are crumbling! The Hamburglar is on the loose and he's stolen Ronald's magic bag. The *TIPS FORCE* team make your day with some tasty nuggets of info on the apetising adventure **McDONALDLAND. Look at the pictures, read the tips — it's just like a menu. Have a nice day!**



Draggie: he may look like an harmless little snail but if you touch them they'll drain your energy.



Albert: don't be deceived by his cute appearance. Watch out when you try to leap over him as he leaps high up when you jump.



Hanging Harry: Harry isn't the nicest of creatures — he lowers himself down from a tree to get

To get puzzle cards hidden beneath a platform, run towards the wheels at the end of a ledge. Sprint fast enough and you turn upside down — you can now pick up the cards and coins. Repeat the process to get up the right way again.

you. Keep down low and you'll be safe.



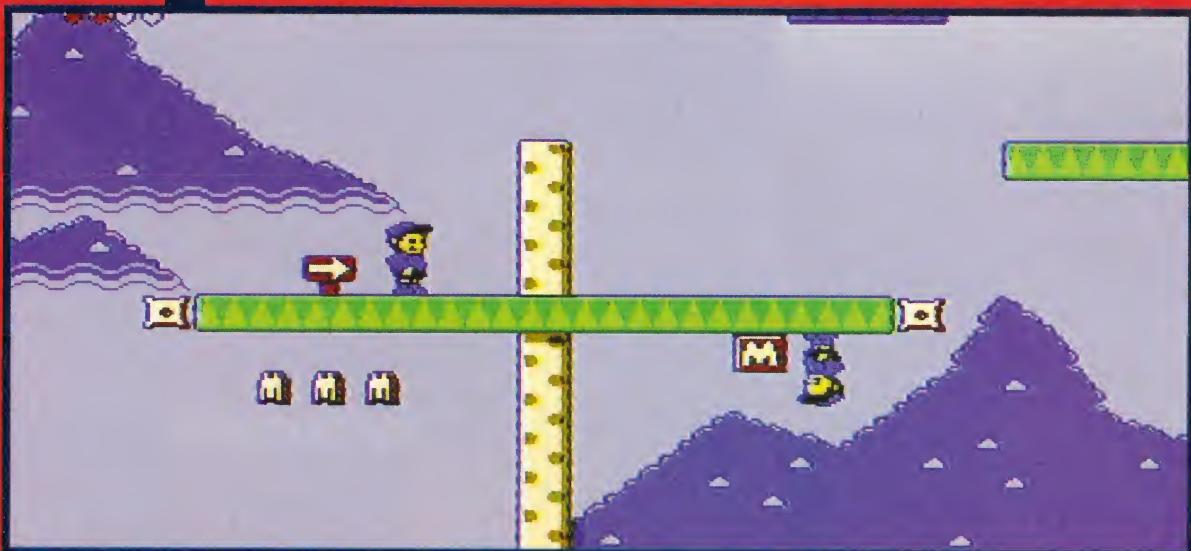
Goforit: this little pest follows you, so watch out for him. The best way to get past him is to run fast and leap over him.



Gnash: lurking deep in the waters of McDonaldland is this vicious piranha fish. If you fall in the water Gnash kills you straight away. Be careful he hasn't eaten anything for weeks!



Putt: although Putt flies above your head, you still need to be careful when you leap into the air



The stages of McDonaldland are sub-divided into levels. Search them for puzzle cards and hand them to Ronald — he'll transport you to a new stage. The further you get the more cards you need!

Puzzle Cards: these aren't something you get free with a Happy Meal, they are your passport to another world. Before you can exit a level, you need to collect the right number of puzzle cards — better keep your eyes open though, they're hidden in the weirdest of places!

Leaves: floating leaves help you get onto certain platforms. There also falling leaves which are trickier to leap onto.

AND



To find hidden blocks, try picking up a normal block and taking it to a spring platform. Using the block as a weight (see above) bounce onto the platform for an extra-high jump!



That's all for this month. Tune in next issue for more of the best tips and cheats around.

Don't lose — choose!

Which one of these three brilliant games would you like to see stripped to the bone by the *TIPS FORCE* crew? All you have to do is dial...



Pilotwings

0389 007 881

Lemmings

0389 007 882

Crash Dummies

0389 007 883

The game with the most votes will be tipped in the next issue of *N-FORCE*. Calls cost less than 10p!

N-FORCE GAME FIEND



Win £50

Listen up game fiends! *TIPS FORCE* are giving away TWO £50 prizes for the senders of the best tips of the month.

So turn your talents into cash and get to work solving your favourite games. It doesn't matter if your tips are for the SNES, NES or GB but the prize winners are more likely to be for new releases and we absolutely love maps! And one other thing — definitely no more *Super Mario Bros* or *Street Fighter II* codes!

FAMOUS FOR 15 SECONDS

May's been a mega month for game fiends — high scores have been arriving by the sack load! Check out the cream of the crop and if you can do better, fill out the coupon. Have you got what it takes to make the grade...?

Double Dragon 2 ■ GB ■

243500 completed
David Burch, Maidstone, Kent.

Double Dragon 2 ■ GB ■

243489 completed
J Richards, Surrey

Tetris ■ GB ■

Game A 198 lines level 19

Game B Level 9 High 5

Completed

Colin Newport,

South Glamorgan.

John Madden 93 ■ SNES ■

98-3

Robert Fernyhough

Cheshire

Streetfighter 2 ■ SNES ■

Completed level 7 with Chun Li without losing a round

Robert Fernyhough

Cheshire

Streetfighter 2 ■ SNES ■

Completed game with Ken only losing two rounds

F. Williams Cardiff.

I want to be famous for 15 seconds — please include my fantastic hi-scores and a pic of me looking cool!

1 format

2 format

3 format

I ain't lying and that's the truth

I have sent a photo of myself because I look like Basil Brush

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MAIL FORCE

It's letter time again and Spring fever has got you all putting pen to paper and voicing your opinions. The N-FORCE team delve into their massive mailbag once more — and what a manic May it is...

Safe as houses!

I got a Game Boy for Christmas and now I would like an Action Replay cartridge, but I have heard that it damages the Game Boy. Because your mag is so cool I thought you would be able to tell me if this is true.

P.S. Can you please send me one of your really cool *Street Fighter II* posters?

■ David Officer, Catterline, Nr Stonehaven

■ Who started these stupid rumours in the first place? There's no way that an Action Replay cartridge will damage your Game Boy. All it does is alter the code of a

game to create infinite lives, time or any other effect. It's harmless and loads of fun! I'm glad you liked the *Street Fighter II* poster, there aren't many left but we'll have a look around the office and find you one. If you want any other back issue, all the details are on page 68.

■ NICK

Double Dutch

Here's a letter from two Dutch game friends who think they are pretty good, but enough small talk. We got hold of your February issue and we think it's absolutely brilliant. We love the way you handle Sega and the reviews and tips are very useful.



There's plenty going on in this piece from Angus Thorne. Love the *Street Fighter II* character and the Dizzy Devil is coooooooool!

Letter of the month!

Praise be!

I bought Issue Eight of your great magazine a couple of days ago and on reading it was pleasantly surprised. I like the way each reviewer gives a game their own score.



This helps because you can, when reading all the way through, build up a picture of what sort of games each reviewer likes best, and you can then choose the reviewer(s) that have the most in common with your taste and select them as the one you trust. I don't know whether it's meant to work like that but it sure is useful when choosing a game.

Secondly, perhaps you could include a games index as these prove very popular and useful in other mags (I'd dare not mention which mags) and how about some posters?

Oh, and by the way, your right — Sega are crap! Keep up the good work.

■ Chris Blake, Trowbridge, Wilts

■ Thanks Chris! We always listen to our readers so I hope you like our Full Force section reviewing every game ever to have appeared in N-FORCE. It's taken ages to compile but I'm sure you'll agree that it's worth it. If you're thinking of buying a game, just look it up in the index and see what we think — no more wasted cash! If you've got any more suggestions we'd love to hear them. Oh, and have a t-shirt for being Letter of the Month!

■ CHRIS

Could you please answer a couple of questions.

1. Could we order a Pro Action Replay (SNES) if yes, how? Do they ship to Holland?

2. Can we order games from Krazy Konsoles, Zonetec or Game Pro? (There are only about 14 SNES games in Holland)

3. Do you know if the SNES game *Best of the Best* is any good?

4. Can you tell us what the terms 12 Meg and 16 Meg mean as used in the Krazy Konsoles advert?

■ Jan and Maarten Kok, Netherlands

■ I'm sure you could order an Action Replay straight from Datel Electronics if you can't get hold of one in The Netherlands. Their UK phone number is 0782 744707. The same goes for all the mail order companies you mentioned. Just give them a call or write with your requests and I'm sure they will be able to help you out.

Best of the Best isn't a brilliant game but we all had a laugh playing it around the office. It got 76% back in Issue Nine.

Oh and the 'Meg' rating on the

XPRESS CLUB

Welcome to this month's N-FORCE XPRESS club corner. Check out the numbers and see if you're a winner

ROLLER COASTER

You need wheels? Check out the hotline to see if a pair of these beauties is yours!



5 SUPER NES CONSOLES

Five cool consoles are just waiting to be won. Check out the hotline to see if one of them is yours!



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If your card bears one of these numbers you've won a cart of your choice on ANY Nintendo format!

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games you've seen means the amount of memory the game takes up. Usually the more memory the more complex the game is, but it doesn't always work like that — *Super Mario World* was only 4 Meg and it's got 96 levels!

■ ROB

NES matters!

Please could you answer these questions.

1. What's the best game on the NES not including *Super Mario Bros 1, 2 or 3?*

2. Which WWF Wrestling game is the best on the NES?

3. Where can I get a cheap video game?

■ Jason Parsons, Gloucester

■ There are some brilliant games around for the NES. Have a look at



Doesn't anybody out there like Sonic the Hedgehog? Of course not! Karen McDonald thinks Sonic and Tails are Nintendo rejects!

PROBLEMS?

Like all the best cards, N-FORCE XPRESS has its own dedicated customer care team. In the unlikely event that you have a problem, call Mike Watt on 0524 831666 and his team will do their best to sort everything out for you!

If you're an Xpress instant winner call our hotline now on 0584 875851 To find out if you are one of the winners all you have to do is call

0839 007850

To get at the numbers you have to answer two easy multiple choice questions.

PLEASE REMEMBER THAT THE XPRESS HOTLINE CAN COST MUCH MORE THAN A NORMAL CALL AND IN SOME INSTANCES £2.64. YOU SHOULD ALWAYS GET THE PERMISSION OF THE PERSON WHO PAYS THE PHONE BILL BEFORE YOU CALL

Calls cost 36p/min (cheap rate), 48p/min all other times maximum length of call is 5.5min which costs £1.98 (cheap rate), £2.64 (all other times). Megafone advise you to call at cheap rate. A full list of rules etc is available by sending an SAE to the operator of this service: MEGAFONE, N-FORCE XPRESS RULES, Sandylands House, Morecambe, Lancs LA3 1DG

The Fantastic Adventures of Dizzy — a great arcade adventure game starring a jolly bouncing egg. Or there's *Noah's Ark* reviewed this issue — it's a great laugh!

There have been a couple of WWF games now. The best in my opinion is *Steel Cage*. If you're looking for cheap video games and are fed up of paying out £40+ for a cartridge, check out the new Code Masters Plug-Thru range — *Dizzy*, *Micro Machines* and the *Quattro* four game cartridges are coming out all priced at £29.99 on the NES!

■ CARL

Curious codes

My friend and I are using the Game Genie codes from the February edition of your mag on *Tiny Toon Adventures* but the code did not work, please

MARKET FORCE

Looking for a bargain? Want to swap a cart or team up with a pen pal? Well, you've come to the right place. To book a free ad call 0584 875851.

SWAP

● Swap UK SNES for USA SNES. Straight swap, got to be in good condition. Phone Jamie on (081) 692 1078.

● SNES Super Aleste Mario or F-Zero, swap any for Super Probector or Mario Kart. Open to other offers. Tel (051) 928 2065, ask for Neil.

● Super NES and Nintendo games for swap. I will also buy SNES games up to £25. Phone Brian after 6pm on (0463) 221173.

● I will swap my NES with 7 games for your Game Boy or Game Gear with games. Phone Pat on (0689) 827486.

● I will swap Zelda III for Actraiser or Castlevania IV. Phone Robbie after 5pm on (0686) 629842.

● I will swap Smash TV for Super Tennis, Blues Bros, SFII or Ghouls and Ghosts. Tel Graham on (0382) 810353 weekdays 4.30 - 6pm (not Fridays).

● I'm willing to swap Super Mario Brothers 1 for any other NES game. So contact Rob and see if it's your game I want. Tel Rob on (0926) 315127.

● Two classic arcade machines, Space Invaders and Commando in perfect working order. Open to sensible offers swaps. Buyer collects. Tel (0434) 607367, ask for Martyn.

● Game Boy game to swap - Super Mario Land 2 for *Tiny Toon Adventures* of Dr Franken or I will sell it for £20. Ring Lucy on (0749) 870764.

● For SNES I will swap Super Mario Kart, for Desert Strike, Super WWF, or *Un Squadron*, ask for Greg on (0337) 40056 after 6pm.

● SNES swaps! UK WWF, Smash TV, and Mario, for Sim City, Lemmings, Action Replay, Turtles 4, Dragons Lair, Ask for Paul on (0525) 370303.

● I will swap my copy of Ocean's *Exhaust Heat* (SNES) for WWF, Final Fight etc, or offers to Paul on (929) 424097. Pal only please.

● Will swap my Mega Drive, two games for SNES with Mario or sell for £100 ono, two months old, excellent condition. Please phone (0407) 740 204 after 4pm.

● Super Nintendo, two joypads, SFII, Mario Kart, Zelda, Tennis, Swap for Neo Geo. Tel: (0294) 213672.

● I will swap my Super Wrestle

Mania for your Final Fight, Dragon's Lair, Turtles, Bart's Nightmare, or David Crane's Tennis, (SNES). Write to Gareth Hood, 3 Sunny Bank, Pyle, CF33 6FN.

● For sale Game Boy game Popeye for £10 or will swap for any other Game Boy game, except Tetris. Tel (0438) 811454.

● I will swap my English SNES and £30 for your Jap Famicom, must be perfect and boxed like mine. Phone Rob on (0943) 877388 after 6pm.

● I will swap my Atari Lynx II & Psu and Gauntlet 3 game, for a Super NES console, & pads and £60, will negotiate. Phone Gary on (0346) 25823, (515823 after Feb 18th).

FOR SALE

● NES and four games, £90. Tel (021) 477 3497.

● NES for sale with four games which are Simpsons, Megaman 1, Hyper Soccer and Joe and Mac, Cave Man Ninjas with two controllers all for £105 it is a bargain! Ring David on (061) 231 4023.

● Commodore 64C for sale or swap, 54 games, i Cruiser joystick, 1 light fantastic box with a gun worth £270, sell for £150 ono, or swap for a Mega Drive with 2-3 games. Please contact Karl Buxton on (0298) 812279.

● Stop! Read this advert after Atari Lynx for sale complete with PSU, six games and carrying case, cost £300+ sell for £100. Tel Joe on (0222) 568658.

● Game Gear plus Sonic, Haley Wars, Olympic Gold, and Shinobi, plus mains adaptor, £110 ono. Call Nick on (071) 435 6903 in great condition!

● Nes with six games, Mega Man 3, Chip n Dale, Punch-Out Mario 1, Duck Hunt (light Gun) Burai Fighter, aks for Fred on (0223) 328354, price wanted £80.

● Game Boy for sale, nine games and 40 game cartridge e.g SML, Batman 2, only £120, all with original box. Phone Stephen (after 5pm) on (0904) 769783.

● Super R Type £15 or will swap for another Super NES game. Tel Micky on (0227) 772657.

● NES 2 controllers, light gun, 2 games Mario 3 and Snake Rattle n Roll, worth £130 will sell for £55. Tel David on (0432) 276673.

● NES with seven games including SMB 2&3, Duck Tales and Hyper Soccer. All boxed in excellent condition, £150.00.

● Game Boy for sale with handy boy,

four games, carry case, adaptor and rechargeable battery pack £150 ono. Phone (0691) 659466 evenings and ask for Anna.

● NES games for sale, Chip N Dale, and Star Wars all brand new, boxed with instructions, £27 each, £50 both. Tel Daniel on (0753) 684990.

● I must be mad, 3 Game Boy games for sale Bill and Ted, Bart, Adams Family £10 each. Phone Becky on (0203) 422229 after 4pm.

● Game Boy and batteries and four games Mario, Bugs, Tetris and Flash all for £85. Tel (0295) 680 733.

● Atari ST 520 excellent condition, 7 great games Kid Gloves demos blanks, 2 joystick, 1 mouse, games all boxed £180 buy when seen. Ring Reading 328353.

● Famicom SNES racing games, F1 Grand Prix, Cyber Formula, Big Run Rally, £19 each or will swap offers, Phone Carl on (0527) 544527.

● SNES with two joypads, one game, Super Mario World £100, Ring Derek day Tel (051) 520 2774. Night 6pm (07048) 76336.

● Mega Drive for sale very good condition and boxed, plus two games Shinobi and Wrestle War only £100, ring (081) 743 2903.

● NES with two joypads zapper, quickfire joystick, and nine games including SMB 1&3. Will sell for £200, ask for Peter on (041) 880 8208, after 4.30pm.

● UFO Pro 6 for sale, just £200 latest back-up device for Super NES includes built-in Action Replay option, a bargain at just £200 if interested telephone Ian on (081) 777 4775.

● Game Boy with nine games all for £100. You must collect or swap for Neo Geo with at least one game (Sengoku). Phone Sean on (0600) 860122.

● Nintendo NES for sale, four games including Mario 1 & 2, and zapper gun. All boxed very good condition, £150 ono. Phone Lisa on (0892) 563797.

● NES with zapper gun, two controllers, Game Genie, cleaning kit, 8 good games, two cheat books, sell for £250. Phone After 5pm on (0908) 605559.

● For sale Dragons Lair on SNES, not used £45 or swap for Zelda III or Action Replay. Phone Nick on (0923) 852705 after 4.30 please.

● Two NES games for sale, Blue Shadow and Solar Jetman. Perfect condition, will sell for between £18-£21. Also SNES Final Fight for sale. Phone Carl on (081) 883 4848.

● NES for sale, ten games, Game Genie, 4 months old, worth over £400 will sell for £195 or swap SNES or MD. Call David on (0488) 82993.

WANTED

● NES Game Genie wanted, pay up to £20 or any good football games or Adventure games, pay up to £15, call James on (0622) 762691

● Mega Drive for ST (Atari) great games, two joysticks, 1 mouse loads of disk

immaculate condition, want Mega Drive, 2 or 3 games, Tel: (0734) 328353 ask for Philip.

● Wanted Hat Trick Hero by Taito Japanese Football cartridge. Will pay or exchange for another cartridge. Call Stuart on (0236) 738792.

● I would like to get hold of F-Zero and Super Tennis. Ring Quinborough 609357.

● SNES/Super Famicom games wanted, good prices paid no cons!! Call (0246) 570885.

● Pro Action Replay. Will make deal on phone or do part exchange, please ring Jonathan on (061) 799 0921.

● Wanted Mega Drive, Super NES, or Master System with one or no games, pay £20, don't have to be boxed. Write to Jamie Gardner, 665 Oxford Rd, Reading, Berkshire.

● Super Nintendo games, will pay up to £20. All games wanted, UK, USA or Jap. Also MD games wanted. Also MD/SNES for sale. Ring Steven on (081) 657 3716.

PEN PALS

● If anybody out there is mad about SNES and wants a pen pal. Write to: Ben Turner, Oosterveldlaan 124, B-26670 Wilrijk, Belgium. Hope to hear from you soon!

● My name is Gary Kane, I am in desperate need of a pen pal. Write to: 94 Woodside View, Polegloss, Dunmurry, BT17 0SU, N Ireland.

● Girl or boy, Street Fighter 2 pen pals wanted: if you into Street Fighter 2, and own a SNES, aged 12-16. Please send a SAE to: Sheng Long, 294 Stanhope Rd, South Shields, Tyne & Wear, NE33 4QZ.

● Pen pal wanted, must have Game Boy or NES. Write to David Wright, 50 Agar Road, West Derby, Liverpool, L11 8NQ.

● Hi! pen pal wanted who owns a SNES and is aged between 10 and 13. Write to Aidan Crowley, 111 Kingsway, Enfield, Middlesex, EN3 4HU.

● If you love Take That and own a NES, write to me, Emma Dixon at 49 Ilford Avenue, Northburn Glade, Cramlington, Northumberland, NE23 9LE.

USER CLUBS

● Game Genie-ous! codes for the Game Boy Genie. Send SAE for full details to 11 Chalfont Close, Beddau, nr Pontypridd, Mid Glam, CF38 2SA

● Exciting new Nintendo user group, second hand hardware/cartridges. Reviews/information, special exclusive offers/discounts/newsletter, free details see: CCC(NF) Box 121 Gerrards Cross, Bucks, Or ring (0753) 884473.

● Wanna be a wrestler? If so join the WFWF The Ultimate P.B.M. Write to Oakwood, East Lane, West Horley, Surrey, KT24 6LJ for more info (make sure you its SAE).

could you tell me why this has happened.

■ Nick Colquitt and Eddie Morecroft, Lowdham, Notts

■ I'm glad you mentioned this Nick as there's a lot of confusion about codes. I'm always getting new Action Replay and Game Genie codes sent in but many readers don't realise that there are different types of codes. The trouble is, different versions of games are released in Japan, the USA and Europe and each have different codes.

People often send in codes but don't say what machine or cartridge they are for. This is probably why the *Tiny Toon Adventures* codes didn't work for you. Find out what cart and machine you are using and drop me a line — I'm sure I can sort out the problem.

■ ROB

Question time!

I'm writing to tell you how great your mag is and to ask a couple of questions:

1. In Issue Four's Yank Tank you advertised a keyboard for the Game Boy called The Work Boy. I would oh so dearly like to have one. Do you know how much is it and when it is coming to New Zealand?

2. Also in Issue Four you only reviewed three NES games and yet you

reviewed 13 SNES games. I don't want to sound rude but in the future could you try to have more NES games reviewed. Please!

■ G Kruitbosch, New Zealand

■ Well, geel! The Work Boy was a piece from our American correspondent Marshall. He picked up the photograph in the States. Your best bet is to try some of the Game Boy importing companies that advertise in N-FORCE — Krazy Konsoles (0422 342901) for example. They will be able to give you more information on prices and availability.

As for reviewing more SNES than NES games, it all depends on what carts are available that month. More SNES games have been released lately but that doesn't mean it won't change around in the future!

■ CHRIS

Around the world

Dear N-FORCE, I think your magazine is brilliant but can you answer a few questions:

1. About *Super Mario World* on the SNES, where can I find the last switch palace?

2. Also, how do I get to the last two fortresses (the one on Chocolate Island and the one on Valley of Bowser)?

3. And, where are the other exits for Star World 1, 3, and 4?

OFF THE WALL!

It's just like being in a real art gallery at N-FORCE this month. We've had so many brilliant drawings it's impossible to print them all. Here's a selection of the top of the crop!



4. Finally on *F-Zero* can you tell me where some jump plates are? (I've only found one at Red Canyon 2). Anyway keep on pouring N-Force into Australia.

■ David Lloyd, NSW, Australia

■ What you want is Issue Two of **N-FORCE**. That had my tips on every secret exit in the game, ideal for helping out any struggling Mario fiend. Pop over to the back issues department (page 68) and buy yourself a copy now.

As for *F-Zero*. Both of the Port Town tracks have jumps in them. Press the turbo button and down on the joypad before hitting them for maximum lift!

■ NICK

The missing Link!

Me and my friend are really stuck on the ice palace of Dark World in *The Legend of Zelda* on the SNES. We've got fairly near the end of the palace and have come to the room where a door needs to be opened by a switch that doesn't keep the door open unless it is constantly weighed down.

We know that a block from the left hand side of the hole is the floor on 5F above be pushed off the edge so that it lands in 5F below, allowing the switch to be kept pressed down. However, whatever we seem to do (backtracking, changing crystal switches, etc). We cannot get the

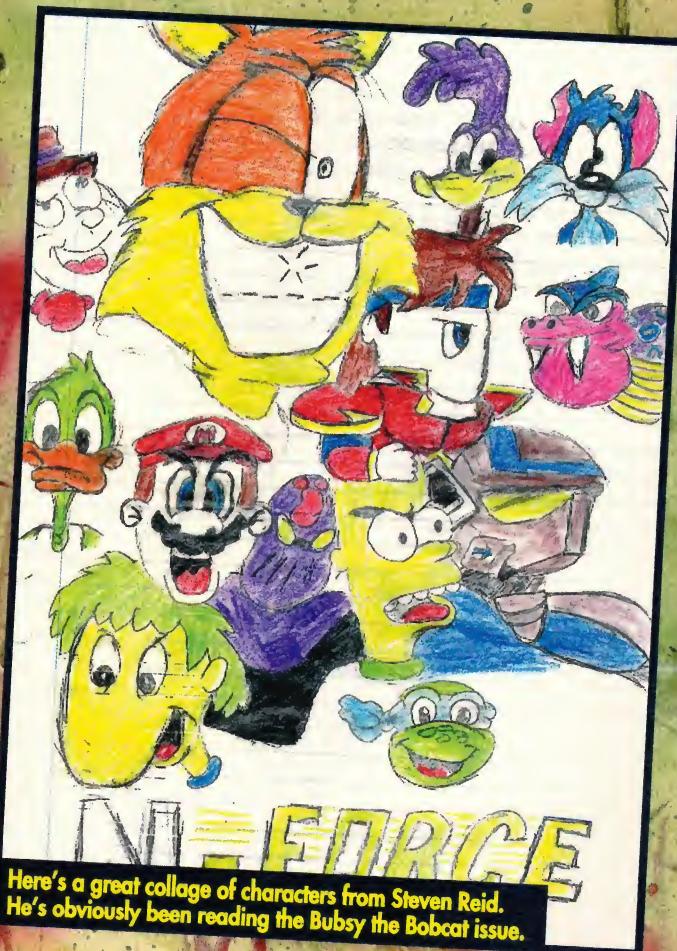
correct block to be pushed off the edge. There's always a crystal switch blocks obstructing our way. Please, please help us, as this has been puzzling me and my friend for ages. The tips booklet supplied with *Legend of Zelda* wasn't much help, so we're counting on you dudes at the greatest magazine ever to help.

■ Peter and Chris the *Zelda* freaks, Boxted, Surrey

■ What you need to do is hit the crystal switch on B6 to lower the blue fences. Climb up to B4 and then back down to B5, making sure you drop into the left side of the room. Now push the lower-left stone into the hole and jump in behind it. When you land you can push the block onto the button — it's as simple as that!

■ ROB

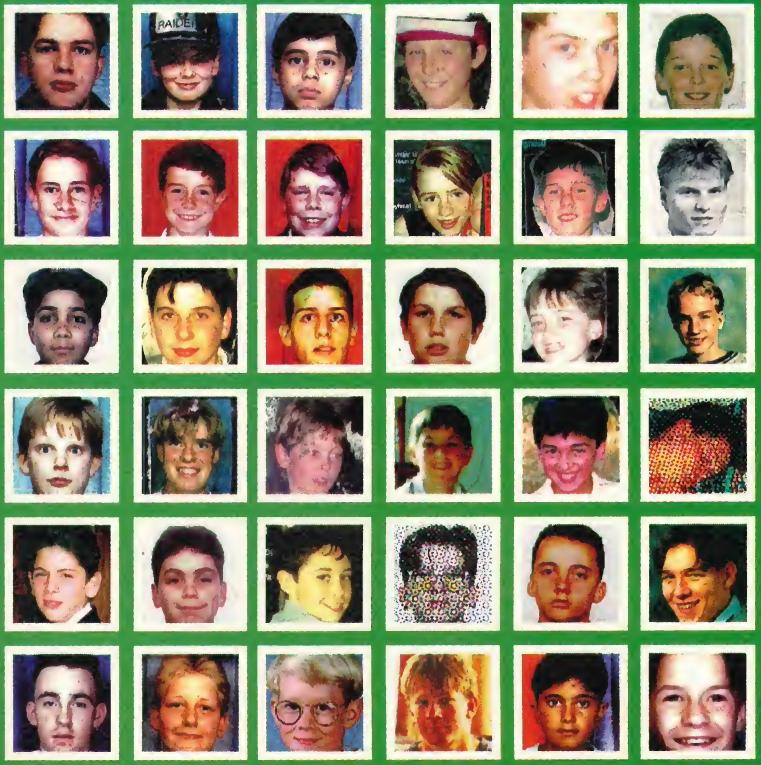
That's all for this month's *FORCE MAIL*. Keep your letters flooding in to **FORCE MAIL, N-FORCE, IMPACT MAGAZINES, LUDLOW SY8 1JW**



Here's a great collage of characters from Steven Reid. He's obviously been reading the *Bubsy the Bobcat* issue.

THAT'S YOU THAT IS!

Send us your photo — if you dare! This wacky lot did...



Are there any more budding artists out there? Send in your pictures of anything Nintendo to **OFF THE WALL, N-FORCE, IMPACT MAGAZINES, TEMESIDE, LUDLOW, SHROPSHIRE, SY8 1JW**. The best get a T-shirt!

FULL FORCE

Welcome to **FULL FORCE** — the most comprehensive game guide ever. Over the next seven pages you'll find a complete list of every game ever reviewed in **N-FORCE**.

There's a comment and rating on each game and **N-FORCE** Knockout winners are given more in-depth treatment...

SNES REVIEWS

Acrobat Mission

Good soundtrack but that doesn't make up for the unoriginal gameplay.

Shoot-'em-up

Reviewed Issue 6

FORCE

86

Addams Family

A lively one-player game with slick presentation, a funky soundtrack and crystal-clear graphics. Instantly addictive with loads of levels to explore — the click-fingers option is great!

Recommended to everyone.

Platform

Reviewed Issue 2

FORCE

88



Blues Brothers

Good animation and sound, plenty of depth but very frustrating gameplay — especially in two-player mode.

Platform

Reviewed Issue 8

FORCE

82

FORCE

Axelay

Superb gameplay, mind-blowing 3D graphics. Great sound and excellent playability — pity there isn't a two-player option.

Shoot-'em-up

Reviewed Issue 2

FORCE

89



Castlevania IV

Outstanding presentation and excellent 3D and Mode 7 graphics.

Arcade

Reviewed Issue 1

FORCE

88

Dragon's Lair

Excellent graphics, dodgy to control at first and damn hard — addictive as hell.

Platform

Reviewed Issue 5

FORCE

87

Chuck Rock

Large sprites, a rockin' tune and great playability make this great fun — a bit easy though!

Platform

Reviewed Issue 8

FORCE

87

Clue

American conversion of the classic board game Cludo. Stick to the original it's cheaper and more enjoyable.

Board

Reviewed Issue 7

FORCE

86

Extra Innings

Cutesy one- or two-player baseball sim with excellent gameplay.

Sport

Reviewed Issue 2

FORCE

89

F1 Exhaust Heat

Very playable Grand Prix sim featuring sixteen tracks and a one- or two-player option.

Racing

Reviewed Issue 7

FORCE

85

Contra Spirits

An excellent one- or two-player blaster full of power ups, mindless shooting and alien blasting. Great graphics and FX — a bit light on levels though.

Shoot-'em-up

Reviewed Issue 1

FORCE

88



David Crane's Tennis

Incredible 3D animation and FX, large sprites and fast pace.

Sport

Reviewed Issue 8

FORCE

86

F-Zero

Futuristic 3-D super-smooth racing game with excellent Mode 7 graphics — fast, brutal and fun.

Racing

Reviewed Issue 1

FORCE

88

FORCE

86

FORCE

FORCE

87

Desert Strike

Gulf War sim with detailed graphics, fast scrolling and addictive gameplay.

Shoot-'em-up

Reviewed Issue 8

FORCE

87



FORCE

FORCE

87

FORCE

FORCE

87

Pilot Wings

Unbelievable graphics and scrolling make this one of the best flight sims around. Eight locations with lots of variation means you just can't stop yourself playing. The ultimate flying game!

Flight
Reviewed Issue 2

FORCE

88



Pit-Fighter

Awful conversion of the arcade fighting game. Two-player option but difficulty is way too hard

Beat-'em-up

Reviewed Issue 1

FORCE

36

Sky Mission

World War One flying simulator with great graphics but frustrating gameplay.

Fight

Reviewed Issue 7

FORCE

77

Prince of Persia

Stunning graphics and backdrops with great animation and atmospheric music. Twenty levels of action and puzzles make this very addictive — excellent use of a password system!

Platform

Reviewed Issue 4

FORCE

98



Q*Bert 3

Cool graphics but monotonous gameplay soon gets boring.

Puzzle

Reviewed Issue 8

FORCE

64

Rampart

Wall-building sim with below average graphics and poor sound — lacks depth and playability.

Puzzle

Reviewed Issue 7

FORCE

53

Road Runner: Death Valley Rally

Superb graphics, fun gameplay with great Warner Bros theme.

Arcade

Reviewed Issue 7

FORCE

69

Smart Ball

Masses of power-ups, colourful visuals and an enormous playing area in this cute platform adventure — very addictive but a little bit easy.

Platform

Reviewed Issue 2

FORCE

98

Sonic Blast Man

Active animation and colourful backdrops but too repetitive to provide a lasting challenge.

Beat-'em-up

Reviewed Issue 8

FORCE

68



Robocop 3

Above average backgrounds but bad animation and sprites, make gameplay far too frustrating.

Shoot-'em-up

Reviewed Issue 6

FORCE

43

Soul Blazer

Great looking but far too simple — brilliant graphics but repetitive gameplay

RPG

Reviewed Issue 7

FORCE

84

Spanky's Quest

Ball-bouncing arcade platform starring an ape — fun but limited lastability.

Platform

Reviewed Issue 5

FORCE

76

Spindizzy Worlds

A unique 3D puzzle game for advanced game fiends. Lots to do but gameplay can become frustrating.

Puzzle

Reviewed Issue 5

FORCE

82

Super Action Football

Unusual slanted perspective give this American footie sim a disorientating feel.

Sport

Reviewed Issue 7

FORCE

71

Super Adventure Island

Good graphics and a wicked soundtrack let down by frustrating gameplay.

Arcade

Reviewed Issue 3

FORCE

83

Super Bases Loaded

Sketchy baseball sim with an unfinished look to the graphics.

Sport

Reviewed Issue 3

FORCE

85

Street Fighter II

The best beat-'em-up ever on the SNES! Huge 16-meg cart boasting awesome graphics — the only fault is the minor control problems.

Beat-'em-up

Reviewed Issue 2

FORCE

96

Super Battletank: War in the Gulf

A far too simple tank sim. Superb graphics pity the rest of the game isn't as good!

War sim

Reviewed Issue 3

FORCE

57

Super Bowling

A good four-player bowling sim fun with friends but boring on your own.

Sport

Reviewed Issue 5

FORCE

73

Super Cup Soccer

Easy to play one- and two-player soccer sim lacking variety.

Sport

Reviewed Issue 7

FORCE

72

Super Double Dragon

Graphics and FX are bland but gameplay is fun especially for two players.

Beat-'em-up

Reviewed Issue 7

FORCE

70

Super Dunkshot

A good basketball sim with amazing 3-D and Mode 7 graphics. Easy to play but not much shot or movement variation.

Sport

Reviewed Issue 4

FORCE

88



Super Formation Soccer

Slick 3D footie sim with great graphics — moves are limited.

Sport

Reviewed Issue 7

FORCE

87

Super Kick Off

Football game with zillions of options — poor scrolling leads to frustrating gameplay.

Sport

Reviewed Issue 3

FORCE

76

Super Mario Kart

Mario's back in an incredibly-addictive karting game — limited for solo drivers.

Racing

Reviewed Issue 6

FORCE

88

Super Mario World

Mario's first SNES adventure is packed with 96 levels to explore and tricky puzzles to solve. Cute graphics and good playability — recommended to everyone.

Platform

Reviewed Issue 1

FORCE

95



Super Off-Road

Race off-road trucks around indoor circuits plenty of levels but repetitive.

Racing

Reviewed Issue 1

FORCE

88

Super Pang

Great gameplay but no two-player game. Highly addictive levels.

Arcade

Reviewed Issue 5

FORCE

88

Super R-Type

Highly addictive space-age blaster.

Shoot-'em-up

Reviewed Issue 1

FORCE

88

Super Tennis

Loads of options to choose from including an excellent two-player mode. With good graphics and above average FX, this tennis sim is very addictive and very realistic.

Sport

Reviewed Issue 1

FORCE

82

Turtles In Time

Great visuals with rockin' sounds.

Beat-'em-up

Reviewed Issue 4

FORCE

85

Wheel Of Fortune

A great multi-player game.

Puzzle

Reviewed Issue 6

FORCE

80

Zelda 3 : A Link to the Past

This great RPG game very easy to get into, very hard to get out of and even harder to finish.

RPG

Reviewed Issue 3

FORCE

88



NES
REVIEWS

Action 52

Fifty-two games on one cart. Most are poor, but the odd one is okay.

Various

Reviewed Issue 8

NOT RATED

Action in New York

Good graphics and speedy gameplay make this futuristic blaster a stunner.

Shoot-'em-up

Reviewed Issue 6

FORCE

88

Wing Commander

An excellent intergalactic fighting adventure with stunning visuals — a tough challenge.

Shoot-'em-up

Reviewed Issue 8

FORCE

84

WWF Wrestlemania

A great arcade conversion capturing all the thrills and spills of WWF wrestling. Tough at first with a lot of button prodding, but once mastered it's very enjoyable.

Sport

Reviewed Issue 1

FORCE

80



Barbie

Gawky characters and awkward levels.

Platform

Reviewed Issue 5

FORCE

88

Big Nose the Caveman

A cute game, but just too repetitive.

Platform

Reviewed Issue 1

FORCE

88

Blues Brothers

Challenging but lightweight platformer with good graphics and brilliant music.

Platform
Reviewed Issue 8

FORCE



Castellian

Originally called Nebulus on PC — frustrating puzzler lacking variety.

Puzzle
Reviewed Issue 2

FORCE



Castlevania III : Dracula's Curse

Third instalment of popular series with good graphics and solid gameplay.

Arcade
Reviewed Issue 4

FORCE



Darkwing Duck

Unoriginal and easy Disney game. Good visuals but not enough challenge.

Platform
Reviewed Issue 4

FORCE



Dizzy: Fantastic Adventures of

A speedy puzzler with some nice visuals and FX. The gameplay is very addictive and less tedious than before.

Puzzle Platform
Reviewed Issue 6

FORCE



Dragon's Lair

Very tough arcade conversion with good graphics — experts only.

Arcade
Reviewed Issue 1

FORCE



Dynablaster

Plant bombs to blast opponents — average graphics but fun for two.

Arcade
Reviewed Issue 8

FORCE



Elite

A tough and challenging space adventure — two-player control option is fantastic!

Arcade
Reviewed Issue 8

FORCE



Gold Medal Challenge '92

Multi-event Olympic sim — fun with

friends, but tiresome for one.

Sport

Reviewed Issue 5

FORCE



Hammerin' Harry

A dash 'n' bash platformer lacking variety — too easy for experienced players.

Platform

Reviewed Issue 6

FORCE



Hook

Nice visuals but boring gameplay make this film-tie in disappointing.

Arcade

Reviewed Issue 1

FORCE



Joe & Mac: Caveman Ninja

Multi-layer parallax scrolling and a multitude of colour drenched backdrops make this stone-age stormer a real hit — two-player mode is a great laugh!

Platform

Reviewed Issue 1

FORCE



Micro Machines

Mini vehicles race around a variety of circuits. Highly addictive with an exiting two-player option.

Racing

Reviewed Issue 2

FORCE



Mig 29 Soviet Fighter

Take to the skies in this airborne blaster. Detailed backdrops, thumping tunes and various missions ensure high lastability.

Shoot-'em-up

Reviewed Issue 2

FORCE



Monster in my Pocket

A great introduction to slash and bash, but with only five levels it's a little bit easy.

Arcade

Review Issue 2

FORCE



North and South

Poor battle sim easy to play and just as easy to forget. Nice idea, but bad execution.

Puzzle

Reviewed Issue 5

FORCE



Paperboy 2

Ride your bike and deliver papers in this poor arcade conversion.

Arcade

Reviewed Issue 4

FORCE



Parasol Stars

Sequel to Rainbow Islands. Bubbly graphics and bouncy tunes but difficult playability is frustrating.

Arcade

Reviewed Issue 7

FORCE



Prince of Persia

An addictive, tricky and above average platform beat-'em-up.

Platform

Reviewed Issue 8

FORCE



Prince Valiant

A tough medieval fighting game — dodgy controls make it annoying.

Beat-'em-up

Reviewed Issue 7

FORCE



Quattro Adventure

A compilation of four average games for the price of one. A bit bland but good fun.

Platform

Reviewed Issue 2

FORCE



Rodland

Good animation and graphics make this platform puzzler very addictive — soon becomes samey.

Arcade

Reviewed Issue 6

FORCE



Roundball 2-on-2 Challenge

A fun basketball sim with good playability — one-player option is limited.

Sport

Reviewed Issue 5

FORCE



Spiderman : Return of the Sinister Six

Tricky controls make this Spidey adventure a bit frustrating to start. Great graphics and moody FX.

Platform

Reviewed Issue 5

FORCE



Street Gangs

A fun-packed beat-'em-up with great gameplay, especially in two player mode — dodgy sprite collision is frustrating.

Beat-'em-up

Reviewed Issue 6

FORCE



Super Turrican

Fast graphics and gameplay make this a tough but fun blaster.

Shoot-'em-up

Reviewed Issue 7

FORCE



Tiny Toons Adventure

An addictive adventure starring the great Warner Bros characters.

Platform

Reviewed Issue 2

FORCE



Tom & Jerry

A standard platform adventure with heaps of cartoon-style fun.

Platform

Reviewed Issue 5

FORCE



Trog

An addictive two-player maze game with loads of levels — very playable.

Puzzle

Reviewed Issue 1

FORCE



Ultimate Stuntman

Action packed with a variety of levels — lack of originality questions lastability.
Shoot-'em-up
Reviewed Issue 2

FORCE

88

GB REVIEWS

Addams Family

Good but repetitive gameplay provides a testing challenge — badly-defined graphics!

Platform
Reviewed Issue 6

FORCE

81

Babs Big Break in Tiny Toons

A brilliant conversion of the NES game starring all the Warner Bros characters. Excellent graphics and brilliant playability — super!

Platform
Reviewed Issue 1

FORCE

90

Centipede

Conversion of early '80s blast-'em-up. Addictive arcade action but nasty graphics.

Shoot-'em-up
Reviewed Issue 1

FORCE

76

Dragons Lair

A serious but difficult challenge with excellent graphics.

Platform
Reviewed Issue 2

FORCE

74

Dynablaster

Unoriginal pacman clone with little variation in gameplay.

Arcade
Reviewed Issue 2

FORCE

55

Ferrari Grand Prix Challenge

Good graphics, excellent presentation and addictive gameplay.

Racing
Reviewed Issue 5

FORCE

80

Bart vs The Juggernauts

A tricky game to get into with difficult events — the difficulty level will put most off.

Arcade
Reviewed Issue 5

FORCE

73

Batman II: Return of the Joker

Great film licence with stunning visuals and funky tunes — only four levels!

Platform
Reviewed Issue 2

FORCE

82

Battletoads

A tough scrapper with good scrolling and well-defined sprites — a real tough challenge.

Beat-'em-up
Reviewed Issue 1

FORCE

88

Battlejuice

Highly-addictive with good variety, brilliant animation and clear sprites — needs a few more levels.

Arcade
Reviewed Issue 1

FORCE

86

Blues Brothers

Good conversion of SNES and NES platformer — good sounds.

Platform

Reviewed Issue 3

FORCE

81

Bomb Jack

Good conversion of classic arcade title. Defuse bombs and avoid enemies.

Arcade

Reviewed Issue 8

FORCE

83

Castellian

Fun for a while but gameplay is very frustrating with little variety.

Puzzle

Reviewed Issue 2

FORCE

88

Fist of the North Star

The dire graphics and sound are enough to put most people off — look elsewhere.

Beat-'em-up

Reviewed Issue 4

FORCE

84

Gradius: The Interstellar Assault

Good space-age blaster with loads of options. Infinite continues and only five stages — too easy!

Shoot-'em-up

Reviewed Issue 1

FORCE

88

High Stakes Gambling

Simple but basic gambling game with a variety of different games to choose from.

Sport

Reviewed Issue 4

FORCE

70

Hudson Hawk

This film spin-off is great fun to play, but with only three stages it is far too easy to complete.

Platform

Reviewed Issue 4

FORCE

80

Jordan Vs Bird

Three styles of basketball game — 3-point shooting, Slam dunk combo and one on one — but no full match option — disappointing!

Sport

Reviewed Issue 1

FORCE

88

Looney Tunes

A superb licence from Warner Bros featuring the stars of the popular cartoon series. Non-stop fun from start to finish — recommended to everyone.

Platform

Reviewed Issue 8

FORCE

88

Mario & Yoshi

A Tetris-style game based on matching halves of Yoshi eggs.

Puzzle

Reviewed Issue 3

FORCE

88

Mickey's Dangerous Chase

Disappointing Disney/Capcom collaboration. Above-average graphics but far too easy to finish.

Platform

Reviewed Issue 4

FORCE

80

Missile Command

Classic arcade action with 16 levels and two-player option — gameplay lacks variety.

Arcade

Reviewed Issue 2

FORCE

70

NBA All-Star Challenge 2

Frustrating — but well presented — basketball sim. Unless you're a real fan, you'll soon get fed up.

Sport

Reviewed Issue 3

FORCE

63

Pac-Man

Instantly-addictive conversion of the early '80s arcade hit. Basic graphics, and visuals can get a bit tedious but the addictive gameplay more than makes up for it!

Arcade

Reviewed Issue 2

FORCE

80

Parasol Stars

Enjoyable but lightweight sequel to Rainbow Islands. Above-average graphics let down by irritating gameplay.

Arcade

Reviewed Issue 8

FORCE

88

Pit Fighter

Hard-hitting beat-'em-up let down by sketchy graphics — lack of continues is frustrating.

Parodius

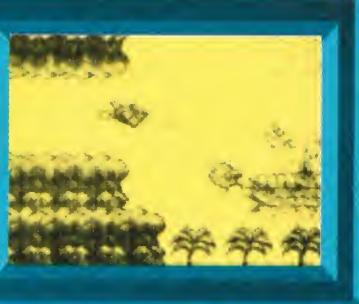
Brilliant conversion of spectacular SNES blaster. Gorgeous graphics, lots of jolly tunes and great gameplay — one of the best GB titles around!

Shoot-'em-up

Reviewed Issue 4

FORCE

181



Beat-'em-up

Reviewed Issue 3

FORCE

180

Pop Up

Addictive ball-bouncing puzzler with 100 levels but basic graphics.

Puzzle

Reviewed Issue 6

FORCE

189

Prince of Persia

Amazing animation, challenging puzzles and 12 tough levels — great fun!

Platform

Reviewed Issue 1

FORCE

183

Rodland

A fun fairy-style romp with lots of cute sprites and plenty of detail — lack of continues is annoying.

Arcade

Reviewed Issue 6

FORCE

184

Simpsons: Bart Vs the World

Addictive platformer with tricky sub-games.

Platform

Reviewed Issue 1

FORCE

179

Spanky's Quest

A sub-standard conversion. Easy in parts, but just too difficult in others — frustrating.

Arcade

Reviewed Issue 5

FORCE

165

RESET

We would like to apologise to all readers who have written in to complain that we don't have a whole action-packed page for our NEXT MONTH

wibble. After all — it would seem — a magazine just isn't the same if it doesn't have a whole page dedicated to telling you what won't be in the next issue (because the games are bound not to arrive in time!). What will be in N-FORCE next month? — can't tell ya — we're outta space!

Super Off Road

Awkward controls and repeated tracks won't keep you playing this truck-racing game for long.

Racing

Reviewed Issue 6

FORCE

142

Super R.C. Pro-Am

Excellent remote controlled racing sim. Plenty of new tracks and add-ons ensure hours of fun.

Racing

Reviewed Issue 3

FORCE

183

Terminator 2: Judgment Day

Action-packed gameplay interspersed with challenging puzzles — a tough challenge.

Shoot-'em-up

Reviewed Issue 1

FORCE

183

Tip Off

Basketball sim with superb graphics and loads of options — needs a two-player mode.

Sport

Reviewed Issue 6

FORCE

182

Tom & Jerry

Slapstick action for cartoon lovers only. Only ten levels and frustrating control system.

Platform

Reviewed Issue 8

FORCE

179

Toxic Crusaders

A violent but addictive challenge, easy to control with loads of power-up's. Good animation and FX add to the atmosphere.

Beat-'em-up

Reviewed Issue 7

FORCE

176

Track Meet

Good multi-event sports sim great for two players but limited for one — too easy.

Platform

Reviewed Issue 8

FORCE

181

Sport

Reviewed Issue 3

FORCE

80

Turn and Burn

A die-hard flying sim strictly for fanatics. Good graphics but the complicated controls are almost impossible to master.

Flight sim

Reviewed Issue 3

FORCE

60

Wave Race

Unusual jet-ski game with novelty value but not much else.

Racing

Reviewed Issue 4

FORCE

52

World Circuit Series

Great Grand Prix racing sim with 16 tracks, slick graphics and the usual whining car FX.

Racing

Reviewed Issue 2

FORCE

83

WWF Superstars

Good looking, easy-to-play wrestling game seriously lacking depth — repetitive in one player mode.

Sport

Reviewed Issue 5

FORCE

74

Xenon 2

Space-based shoot-'em-up noted for its excellent Bomb The Bass soundtrack — nothing new!

Shoot-'em-up

Reviewed Issue 7

FORCE

69

That's it for May's FULL FORCE round-up. Next month we'll be doing it all over again (aaargh!)

13th May

WARNING:
There is a subliminal message hidden on this page.

Buy the next issue of N-FORCE.

DON'T FORGET TO READ THE ADVERT TO THE RIGHT — IT'S IMPORTANT!

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TEAM ARE
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SPECIAL
BEHIND
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HOW WE'RE
GOING TO
BRING YOU
MORE NES
MORE SNES
AND MORE
GB - NEXT
MONTH

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TIP OFF

"BRILLIANT!"

"Retains all the atmosphere and excitement of top quality basketball. For the best basketball action, look out Tip Off."

Tunes are a delight.

Best basketball game to date"

N. Force

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WORLD CLASS RUGBY



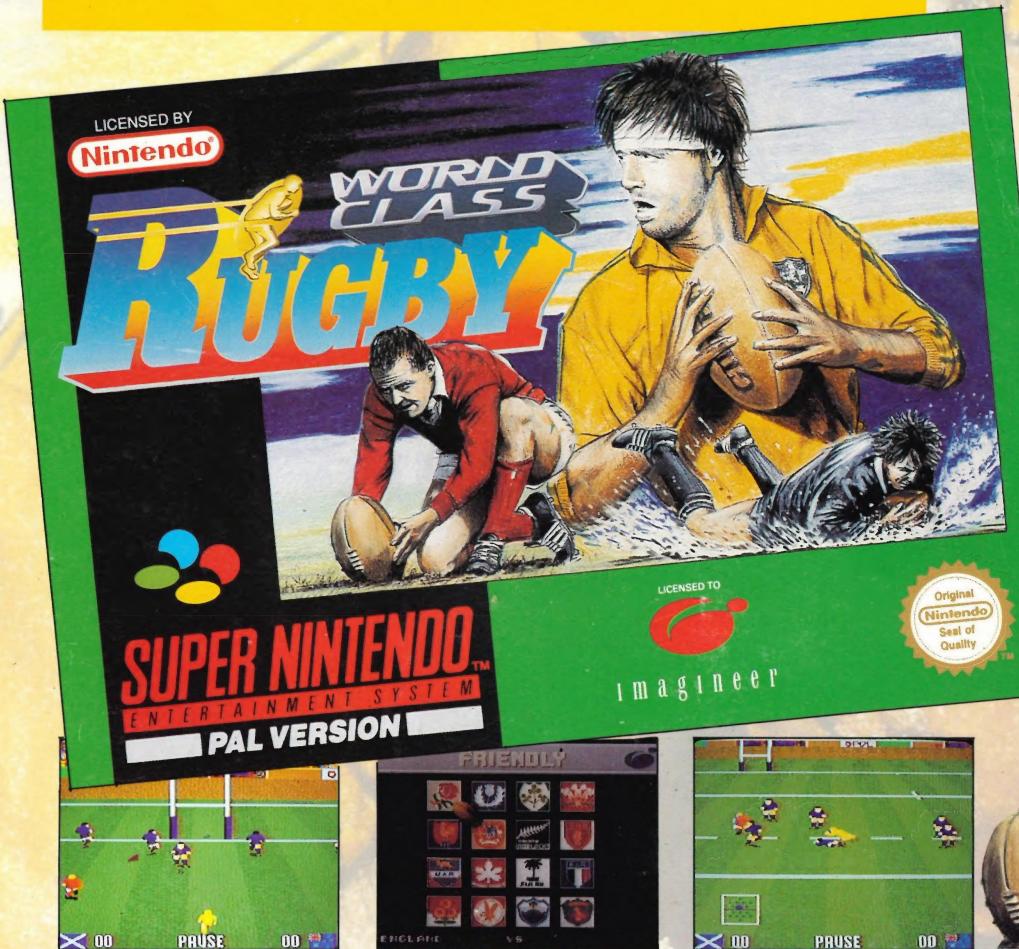
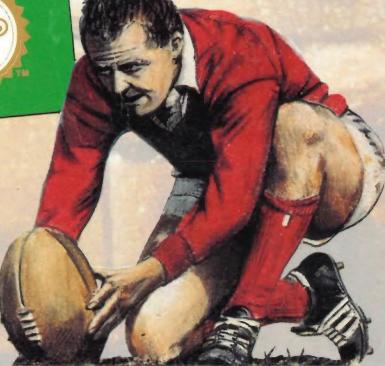
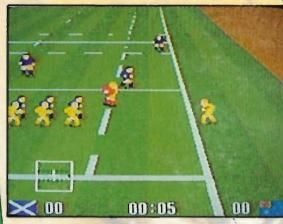
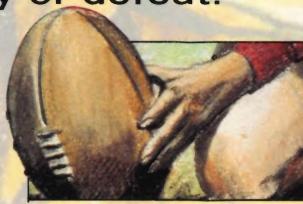
Join the pack as 16 nations to battle it out for the World Championship. Use your strength in the scrum or your speed on the wings to score a try. Feel the thrill of rising adrenalin when you tackle, drop kick, convert, drop out as 3D perspective brings the action



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